WAI Guidelines

WAI Guidelines check

Page Title – Page Titles are clear to read and understandable, shown in window title bar

Image Text Alternatives – I have not used image alternative text sadly

Text:

Headings – All pages have headings, all text that looks like a heading is a heading. Heading hierarchy is fine as only one header is used in all pages with the titles being a bootstrap display-1

Contrast Ration – The color contrast works well with most text being easily visible apart from in key lights with one of the keys. Does not have a option to turn off color due to the nature of the game being around color.

Resize text – most of the website has clear but not resizable text apart from the key lights page on which all of the keys have a hover function to make the text easier to read.

Interaction:

Keyboard access and visual focus – the website does not have any keyboard accessibility sadly.

Forms, labels and errors – buttons and headers are clearly stated with no fields requiring labels next to help understand.

General:

Moving, Flashing, or Blinking Content - there is no overly flashing content within the game apart from the button colors and are obvious to notice and covers a large area of the screen. The light up for the game only lasts for .75s and so may be hard for some people to keep track of.

Basic Structure Check – The information on the webpage is in a clear order being one after the other in clear paragraphs and spacing.