

Web Portfolio Pong

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<https://portfolio-play.netlify.app/>

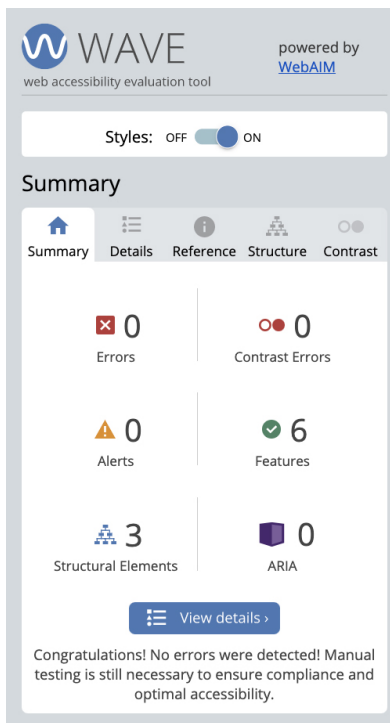
Part 1

The idea behind this website is to mockup the homepage of my portfolio and add to the navigation bar a “play” button. Following this concept, my main goal is to build and integrate into my portfolio one of the most iconic video games in history: Pong.

This project is going to help me develop and communicate my interest in video games, responsive user interfaces and accessibility. The appeal of this version of Pong lies in the interplay of score count, color change, speed increment and an animation.

Thinking of recruiters and design managers as the audience, my plan is to prime positive emotions and mindsets within them via a game experience. And thanks to the responsive qualities of both the homepage mockup and Pong, the audience will be able to access my information on various screen devices.

In order to evaluate how accessible the content of the homepage mockup is for individuals with disabilities, I ran a test using WAVE and successfully obtained the following results:



In the case of Pong, I made sure that the high-speed animation complied with the [Game Accessibility Guidelines](#) to prevent any possible epileptic seizures. And since there is a color change per frame (more than three flashes in a single second) when the ball is traveling at high-speed, I had to focalize the effect into the ball so the flashes cover less than 25% of the screen.

Part 2

- Paddle: players move the paddle by pressing the left and right key arrows.
- Score display: tracks the number of times a player hits the ball with the paddle.
- Color update: every time the ball hits the paddle the interface's color changes.
- Acceleration: every time the ball hits the paddle the ball's speed increases.
- Animation: when the ball reaches high-speed it starts to flicker in various colors.
- Background: moving background "stars" convey a sense of motion through outer space.
- Portfolio button: players go back to the homepage pressing the portfolio button.

Part 3

On this project I used html, css and javascript. Additionally, I took advantage of the P5 library both for its applicability on interactive visuals and also some previous knowledge I had with [Processing](#).

Part 4

In terms of game experience, the most relevant update from Homework 7 to 8 was to increment the ball's speed (rather than the diameter) every time the ball hits the paddle. This modification raised the difficulty level of the game and made it more exciting!

Part 5

One of the most important lessons that I acquired from this project was to learn how to apply accessibility concepts into my work. How the structure of the html code impacts the ability of screen readers to translate information to visually impaired users, and how color contrast also affects their experience.