# Accessibility Plan

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**Project #:** 8

**Project title:** App Development

**Project Name:** GGDB - Good Game Database

## Summary

When considering the design of my application, I wanted to ensure I met modern accessibility standards. To achieve an accessible application, for a wide audience of varying abilities, there are a few key elements I focussed on:

* Semantic markup usage and proper page hierarchy
* Correct labelling and alt text for form fields, buttons, and images
* Appropriate colour contrast between elements
* Font selection with a focus on readability
* Clear and operable interface

Below I have detailed my plans to address these concerns.

## Semantic Markup / Page Hierarchy

Throughout my HTML, I will use proper semantic markup as much as possible. To be more specific, I will do my best to avoid over-usage of <div> elements, particularly when building the main structural content of my page templates. I will only make use of <div> elements when used for general containers without significant meaning (I expect much of this will be related to my dynamic markup generated by JavaScript). In addition to this, I will make sure to maintain a proper structural hierarchy throughout my pages. Page elements will be organized in a consistent format, with proper heading tags used to identify their purpose. Taking these steps will assist me in making an accessible application for screen readers and reduce the overall cognitive load for users with limited abilities.

## Labelling / Alt Text

To help screen-readers browse my application, and have complete information, I will ensure that all form fields and buttons have correct labelling. For items that I want to avoid a visible label, I will ensure to add aria labels to keep this functionality. In addition to labelling, I will be sure that all images within my application have specific and unique Alt Text. This way page elements can be properly described to users in need of assistance.

## Contrast / Color Selection

In the design stages of my application, I knew the general theme that I had in mind. I wanted to build a gamer focussed application that accurately represented that specific target audience. This means it would be built in a dark theme with highlights of neon colours for visual interest, in this case, greens and blues. With that theme in mind, I had to consider how to make my application accessible to those with visual deficiencies. To ensure my page is easily viewed, I have opted to use white text. For highlights throughout my page, I have used a brighter green in line with my style guide and branding. This way the text remains visible in contrast to the darker coloured backgrounds.

## Font Selection

When designing my application, I wanted to maintain legibility in my page copy across various devices and screen sizes. To address this, I have chosen a clear and consistently sized sans-serif font for my body text. I have chosen Roboto, which is a widely used font for this purpose. By using this font, my text will remain visible at small screen sizes and the overall readability is improved. I have chosen a more decorative font for my major headings and stylized elements but avoided usage of this for more important information.

## Clear and Operable Interface

To keep my application accessible to users I have tried to build a simple interface. I wanted my application to have an intuitive feeling that did not require much cognitive load to operate. I have designed my application with minimal interactivity required by the user. To help me accomplish this, I have used a card-based layout. The only effort required by the user to navigate my application is a few simple clicks. In addition to my card system, I have included a simple search bar option to find games from the API library I am leveraging. This search bar works from game title keywords. I am hopeful that my interface is easily understood and will be doing some basic user testing to check.