The structure of the layout was designed with usability and user engagement in mind. Users can navigate sections because the main features were accessible via a fixed header and navigation bar. In the "Games" section, a grid system laid out options, images, and descriptions next to each other to keep things clean and intuitive. It's a structure, reminiscent of arcade game choices in an arcade itself, neatly organized and at fingertips. These further cement the theme of simplicity and immersion.

Interactively, I included a modal system so users could launch games directly off the page. This was coded to keep the retro theme fresh and with a modern, user-friendly experience by way of players being able to stay on the same page while opening games in an embedded <iframe>. It aimed to provide users with an arcade-like feeling in which it would be easy for them to switch from one game to another with continued immersion. This would serve to make the experience of game playing unbroken, and hence more satisfying to the users.

I then coded in media queries to adjust the layout for responsiveness on mobile devices. Since retro arcade games are for everyone, the site needs to be accessible through every device. The Flexbox model used in the row-column structure lets the layout automatically adjust to differently sized screens; it follows that on small screens, the retro aesthetic isn't sacrificed for functionality or readability. This was important, considering that today's users usually reach sites from multiple devices.

It includes my "Top 10 Retro Arcade Games" table, a requirement and an intuitive decision in creating the information not only informative for those who are new to some of these classic arcade games but also entertaining. The table uses alternating background colors and mouse-over interactive hover effects over the listed items to give it life once more by using colors that fit the neon aesthetic of the arcade theme. Images placed next to the title of the game and the description provide a good way to give meaning to the site through visual, and hence this makes it rather easy for the users to recognize the games with ease and understand further before playing. Thus, making the feature of this site both informative and visually dynamic.

Finally, I included additional audio to heighten the retro atmosphere, embedding the "Marvel vs. Capcom OST" theme for nostalgic background music. This choice was based on the recognition that arcade games were not just visual experiences but also auditory ones, and I wanted to replicate that immersive experience. Overall, the coding choices reflect a blend of functionality, aesthetic appeal, and thematic consistency, creating an environment that evokes the arcade era while remaining accessible for modern users.