A critical reflection on refactoring the Web Witchcraft and Wizardry project

Edmund Mulligan

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Abstract

Abstract goes here.

Introduction

Web Witchcraft and Wizardry (Mulligan, 2024) is a website for children to learn the basics of web development through fantasy-themed metaphors. The original version of the website was neither accessible (except by accident) nor responsive. This essay reflects on the design and implementation of a refactored version of the project, focusing on the accessibility, usability, and quality of the new code.

information arcitecture and layout choices navigation design responsive design techniques accessibility features implemented

grid vs flexbox use of media queries semantic HTML ARIA roles and attributes colour contrast keyboard navigation alt text for images form accessibility

performance improvements (minification, image optimisation)

dry code (Hunt and Thomas, 1999)

automated testing (Lighthouse, axe, pa11y, Wave) manual testing (screen readers, keyboard only navigation)

Conclusion

Word count

Word count: 123 words (excluding references)

References

Andrew Hunt and David Thomas. *The Pragmatic Programmer: From Journeyman to Master.* Addison-Wesley Professional, Boston, MA, 1999.

Edmund Mulligan. Web witchcraft and wizardry. `https://github.com/edmundmulligan/Witches-And-Wizards`, 2024. Accessed: November 2025.