SC ID	Name	Level	Short Description	W3C Understanding Link	Pass/Fail	Issue ID
Perceivable						
1.1.1	Non-text Content	A	Provide text alternatives for non-text content.	https://www.w3.org/WAI/WCAG22/Understanding/non-text-content.html	Pass	PF_001
1.2.1	Audio-only and Video-only (Prerecorded)	A	Provide alternatives for time-based media.	https://www.w3.org/WAI/WCAG22/Understanding/audio-only-and-video-only-prere	Pass	
1.2.2	Captions (Prerecorded)	A	Provide captions for pre recorded audio.	https://www.w3.org/WAI/WCAG22/Understanding/captions-prerecorded.html	Pass	
1.2.3	Audio Description or Media Alternative (Prerecorded)	A	Provide audio description or text alternative for video.	https://www.w3.org/WAI/WCAG22/Understanding/audio-description-or-media-alter	Pass	
1.2.4	Captions (Live)	AA	Provide captions for live audio content.	https://www.w3.org/WAI/WCAG22/Understanding/captions-live.html	Pass	
1.2.5	Audio Description (Prerecorded)	AA	Provide audio descriptions for prerecorded video.	https://www.w3.org/WAI/WCAG22/Understanding/audio-description-prerecorded.h	Pass	
1.3.1	Info and Relationships	A	Programmatically determine structure and relationships.	https://www.w3.org/WAI/WCAG22/Understanding/info-and-relationships.html	Pass	PF_019
1.3.2	Meaningful Sequence	A	Reading order must make sense programmatically.	https://www.w3.org/WAI/WCAG22/Understanding/meaningful-sequence.html	Pass	
1.3.3	Sensory Characteristics	A	Avoid instructions based only on shape, size, etc.	https://www.w3.org/WAI/WCAG22/Understanding/sensory-characteristics.html	Pass	
1.3.4	Orientation	AA	Content usable in portrait and landscape.	https://www.w3.org/WAI/WCAG22/Understanding/orientation.html	Pass	PF_021
1.3.5	Identify Input Purpose	AA	Programmatically identify input purpose for fields.	https://www.w3.org/WAI/WCAG22/Understanding/identify-input-purpose.html	Pass	
1.4.1	Use of Color	A	Color should not be the only way to convey info.	https://www.w3.org/WAI/WCAG22/Understanding/use-of-color.html	Pass	
1.4.2	Audio Control	A	Provide controls to pause, stop, or control audio.	https://www.w3.org/WAI/WCAG22/Understanding/audio-control.html	Pass	
1.4.3	Contrast (Minimum)	AA	Text/images of text must have sufficient contrast.	https://www.w3.org/WAI/WCAG22/Understanding/contrast-minimum.html	Pass	PF_003
1.4.4	Resize Text	AA	Text can be resized up to 200% without loss.	https://www.w3.org/WAI/WCAG22/Understanding/resize-text.html	Pass	PF_025
1.4.5	Images of Text	AA	Avoid images of text unless essential.	https://www.w3.org/WAI/WCAG22/Understanding/images-of-text.html	Pass	
1.4.10	Reflow	AA	Content reflows without loss at 320 css px.	https://www.w3.org/WAI/WCAG22/Understanding/reflow.html	Pass	PF_032
1.4.11	Non-text Contrast	AA	Controls and graphics must have sufficient contrast.	https://www.w3.org/WAI/WCAG22/Understanding/non-text-contrast.html	Pass	PF_022
1.4.12	Text Spacing	AA	User-adjustable text spacing.	https://www.w3.org/WAI/WCAG22/Understanding/text-spacing.html	Pass	
1.4.13	Content on Hover or Focus	AA	Hover/focus content must be dismissible.	https://www.w3.org/WAI/WCAG22/Understanding/content-on-hover-or-focus.html	Pass	
Operable						
2.1.1	Keyboard	A	All functionality available via keyboard.	https://www.w3.org/WAI/WCAG22/Understanding/keyboard.html	Pass	PF_033
2.1.2	No Keyboard Trap	A	Focus should not get trapped.	https://www.w3.org/WAI/WCAG22/Understanding/no-keyboard-trap.html	Pass	
2.1.4	Character Key Shortcuts	A	Allow disabling or remapping single-key shortcuts.	https://www.w3.org/WAI/WCAG22/Understanding/character-key-shortcuts.html	Pass	
2.2.1	Timing Adjustable	A	Adjust, extend, or turn off time limits.	https://www.w3.org/WAI/WCAG22/Understanding/timing-adjustable.html	Pass	
2.2.2	Pause, Stop, Hide	A	Pause/stop/hide moving content.	https://www.w3.org/WAI/WCAG22/Understanding/pause-stop-hide.html	Pass	
2.3.1	Three Flashes or Below Threshold	A	No more than three flashes per second.	https://www.w3.org/WAI/WCAG22/Understanding/three-flashes-or-below-threshol	Pass	
2.4.1	Bypass Blocks	A	Provide skip navigation or bypass mechanism.	https://www.w3.org/WAI/WCAG22/Understanding/bypass-blocks.html	Pass	PF_020
2.4.2	Page Titled	A	Descriptive page titles.	https://www.w3.org/WAI/WCAG22/Understanding/page-titled.html	Pass	
2.4.3	Focus Order	A	Logical focus navigation order.	https://www.w3.org/WAI/WCAG22/Understanding/focus-order.html	Pass	
2.4.4	Link Purpose (In Context)	A	Link purpose clear from context.	https://www.w3.org/WAI/WCAG22/Understanding/link-purpose-in-context.html	Pass	PF_002
2.4.5	Multiple Ways	AA	Multiple ways to find content.	https://www.w3.org/WAI/WCAG22/Understanding/multiple-ways.html	Pass	
2.4.6	Headings and Labels	AA	Headings/labels describe purpose.	https://www.w3.org/WAI/WCAG22/Understanding/headings-and-labels.html	Pass	PF_005
2.4.7	Focus Visible	AA	Visible focus indicator.	https://www.w3.org/WAI/WCAG22/Understanding/focus-visible.html	Pass	
2.4.11	Focus Not Obscured (Minimum)	AA	Focus not hidden entirely.	https://www.w3.org/WAI/WCAG22/Understanding/focus-not-obscured-minimum.ht	Pass	
2.4.13	Focus Appearance	AA	Clearly visible focus indicators.	https://www.w3.org/WAI/WCAG22/Understanding/focus-appearance.html	Pass	
2.5.1	Pointer Gestures	A	All functionality operable via simple gestures.	https://www.w3.org/WAI/WCAG22/Understanding/pointer-gestures.html	Pass	
2.5.2	Pointer Cancellation	A	Allow aborting or reversing pointer actions.	https://www.w3.org/WAI/WCAG22/Understanding/pointer-cancellation.html	Pass	
2.5.3	Label in Name	A	Accessible name matches visible label.	https://www.w3.org/WAI/WCAG22/Understanding/label-in-name.html	Pass	PF_008
2.5.4	Motion Actuation	A	Allow disabling motion-triggered functionality.	https://www.w3.org/WAI/WCAG22/Understanding/motion-actuation.html	Pass	
2.5.7	Dragging Movements	AA	Provide alternative to dragging.	https://www.w3.org/WAI/WCAG22/Understanding/dragging-movements.html	Pass	
2.5.8	Target Size (Minimum)	AA	Targets at least 24x24 CSS px.	https://www.w3.org/WAI/WCAG22/Understanding/target-size-minimum.html	Pass	PF_023
Understandable						
3.1.1	Language of Page	A	Page language programmatically determinable.	https://www.w3.org/WAI/WCAG22/Understanding/language-of-page.html	Pass	
3.1.2	Language of Parts	AA	Language of parts is programmatically determinable.	https://www.w3.org/WAI/WCAG22/Understanding/language-of-parts.html	Pass	

3.2.1	On Focus	A	Focus does not initiate unexpected changes.	https://www.w3.org/WAI/WCAG22/Understanding/on-focus.html	Pass	
3.2.2	On Input	A	Input does not trigger unexpected changes.	https://www.w3.org/WAI/WCAG22/Understanding/on-input.html	Pass	
3.2.3	Consistent Navigation	AA	Navigation order is consistent.	https://www.w3.org/WAI/WCAG22/Understanding/consistent-navigation.html	Pass	
3.2.4	Consistent Identification	AA	Functional elements consistently identified.	https://www.w3.org/WAI/WCAG22/Understanding/consistent-identification.html	Pass	
3.2.6	Consistent Help	A	Help consistently located across pages.	https://www.w3.org/WAI/WCAG22/Understanding/consistent-help.html	Pass	PF_024
3.3.1	Error Identification	A	Clearly identify input errors.	https://www.w3.org/WAI/WCAG22/Understanding/error-identification.html	Pass	
3.3.2	Labels or Instructions	A	Provide clear labels or instructions.	https://www.w3.org/WAI/WCAG22/Understanding/labels-or-instructions.html	Pass	PF_041
3.3.3	Error Suggestion	AA	Suggest fixes for input errors.	https://www.w3.org/WAI/WCAG22/Understanding/error-suggestion.html	Pass	
3.3.4	Error Prevention (Legal, Financial, Data)	AA	Allow review or correction of important data.	https://www.w3.org/WAI/WCAG22/Understanding/error-prevention-legal-financial-	Pass	
3.3.7	Redundant Entry	A	Avoid asking users to re-enter info.	https://www.w3.org/WAI/WCAG22/Understanding/redundant-entry.html	Pass	
Robust						
4.1.2	Name, Role, Value	A	UI components expose name, role, value.	https://www.w3.org/WAI/WCAG22/Understanding/name-role-value.html	Pass	PF_019
4.1.3	Status Messages	AA	Status messages accessible via role/presentation.	https://www.w3.org/WAI/WCAG22/Understanding/status-messages.html	Pass	