C219 Front-end Web Development
Graded Assignment

Instructions

1. The Graded Assignment will be released on **4 Jan 2023, 12:00pm**
2. Refer to **C219 Graded Assignment Guide.pdf** for Declaration of Compliance form and detailed information on assignment submission.
3. Download the materials from **LEO2.0 > Learning Path > Graded Assignment**
4. You are to complete all the requirements stated for this Graded Assignment
5. Zip your work containing the wireframes, website project folder and Declaration of Compliance document in this format: **<<studentId>>-<<name>>-<<classcode>>_GA.zip**
6. The deadline for submission is **1 Feb 2023, 11:59pm**
7. Submit your deliverables in **SA2.0 and LEO2.0.**

Brief

Design and develop an interactive **single-page web application** that allows users to track their exercise regime. The web app allows users to complete tasks and advance through levels.

Name of web app: Exercise Tracker

Target audience: Anybody who loves exercising (Age 18 and above)

Exercise: Jogging, Cycling, Weight Lifting, etc.

Web technologies: HTML, CSS and JS. You are allowed to use any CSS or JS frameworks and libraries. No videos and animated GIFs are allowed.

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Requirements

1. Welcome section

a) Animated logo and graphics

b) Input field for username

c) Button to go to the next section

d) A “What is Exercise Tracker?” text that displays the information below when clicked or hovered:

Exercise Tracker is an online app that helps users keep track of their weekly exercise regime.

2. Main section

a) Header

- Logo
- Navigation – About, Nutrition, Contact (you are not required to create the pages)
- Share icon for users to share this app with others (share function not required to be implemented)
- Username captured from the previous section. Users should be able to change their username.

b) Banner with the text:

- Let's start Tracking!
- Choose your level below.

c) Progress list

- Display three exercise of your choice, each categorised by a different level
- Only the first exercise is initially unlocked. The remaining exercise must be visually indicated that they are locked.

d) Footer

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3. Progress section

a) Image of selected exercise

- Some form of animation must be applied on the image

b) A form section for users to enter their daily progress

- There must be 7 input for users to enter their daily progress
- A chart should be displayed after the user finish entering the data
- If the total exercise distance/hours do not meet the weekly requirement, users will be asked to “Try again”.
- If the total exercise distance/house meet the weekly requirement, users will be asked to proceed to “Next Level”

Advanced Requirements

4. Unlock levels

a) Unlock Level 2 if Level 1 has been completed

b) Create the progress section for Level 2 (Level 3 is not required)

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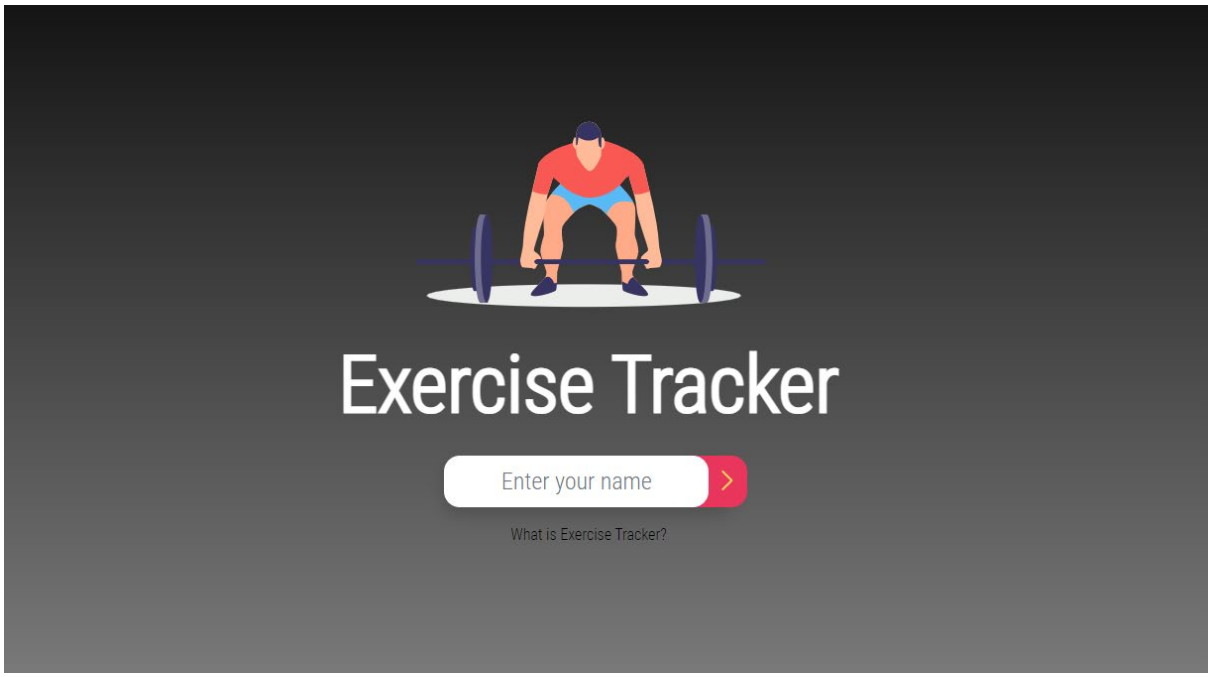
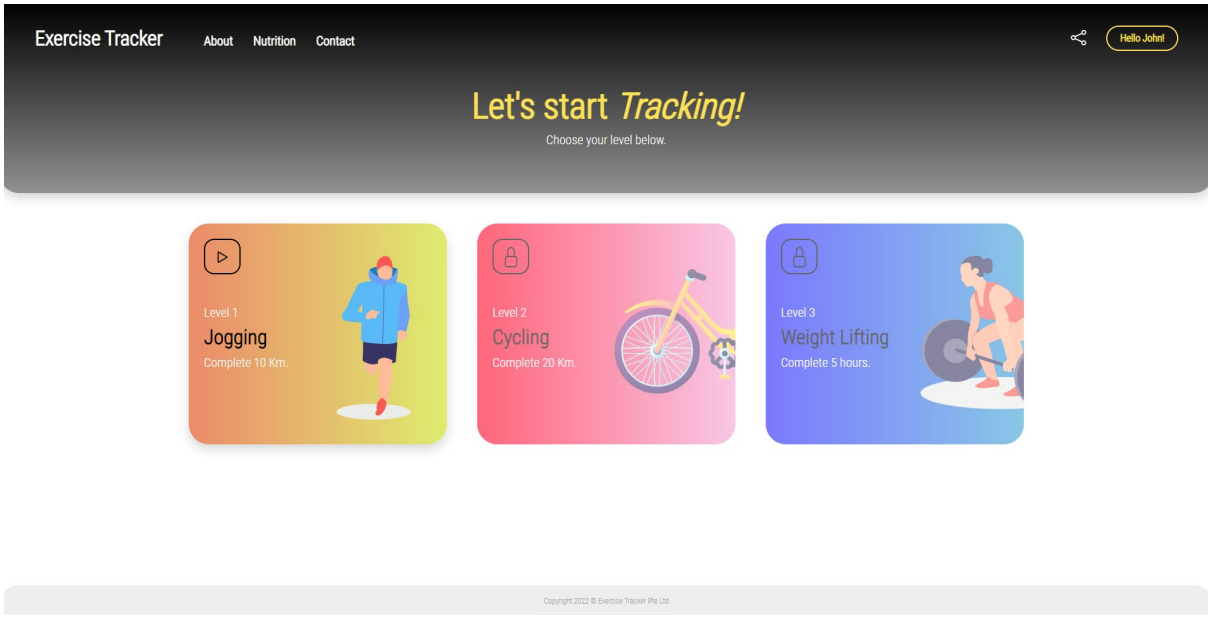
Sample Wireframes

Here are some sample wireframes you can refer to for inspiration:

Welcome section:



Main section:



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Deliverables

1. High fidelity wireframes
    a. Design **high fidelity wireframes** for all your sections
    b. Submit your wireframes in JPG format in the folder **Wireframes**
2. Website folder
    a. Name your folder **Website**
    b. Organise and name all your files appropriately
    c. Ensure only relative paths are used in links to your own files and assets. Any broken links that require code modification during grading will be penalised.
    d. You are to implement **external** stylesheets and scripts
    e. Your HTML page should be named as **index.html**
    f. Your stylesheet should be named as **style.css**
    g. Your JS file should be named as **script.js**
    h. All other assets should be stored in a folder
3. Zip the wireframes and website folder in one file and name it
   <<studentId>>-<<name>>-<<classcode>>_GA.zip
   e.g. **23000001-JayChan-C219-1D-E62H-A_GA.zip**

Your website will be evaluated using **Google Chrome**. Please ensure that you optimise your website to display and work well in Google Chrome.

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Grading Criteria

You will be graded based on:

- Website design and visual appeal
- Requirements of the web application
- Quality of graphics and animation
- Complexity of features implemented
- Efficiency of code
- Organisation and naming conventions of files and assets

Resources

CSS frameworks:

- Bootstrap
- Semantic UI

JS libraries:

- jQuery
- jQuery Modal
- Bootstrap Modal
- Anime.js
- Tippy.js
- Chart.js

Graphics:

- Freepik
- Flaticon

Fonts:

- Google Fonts

Design inspiration:

- Dribble

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