

**IA512002 Fundamentals of Web Development**

**Assessment 2 – Individual Project - Part 1**

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| **Study block** | Study Block 3 - 2024 | | | | | | |
| **Date issued** | 05/08/2024 | | | | | | |
| **Due dates** | 19/08/2024 (Report) | **Times** | | 08:30 | | | |
| **Delivery:** | Submit via Moodle before the deadline as a single ZIP file | | | | | | |
| **Weighting** | 15% | | | | | | |
| **Marks out of** | 15 | | | | | | |
| **Instructions** | 1. Complete this cover sheet. 2. Put the completed cover sheet and your report into a single folder using your first name as the folder name (e.g. pat) 3. ZIP the folder. 4. Submit the ZIP file via Moodle.  * This assignment must be your own work. * Collusion, copying or plagiarism may result in disciplinary action. * We advise that you keep a copy of this assignment. * Refer to following website for reference related resources:   <http://www.cite.auckland.ac.nz/index.php?p=quickcite> | | | | | | |
| **Student Name** | Samika Ashen Perera Muthukuda Arachchige Don | | | | | | |
| **Student ID No** | 1000126113 | | | | | | |
| **Lecturer** | Ganeshan | | **Class time** | | | Mon 8.30 – 12.30 pm  Wed 1:00 – 5:00 pm | |
| **Student declaration:** | I confirm that:  *This is an original assessment and is entirely my own work.*  *Where ideas, tables, diagrams etc. of other writers have been used, I have acknowledged the source in every case.*  *This assignment has not been, nor will be, submitted as assessed work for any other academic course.* | | | | | | |
| **Signature of student:** |  | | | | **Date** | |  |

# Introduction for RM football academy

My project is a website for a football academy and this platform will serve as a one-stop resource for everything related to our football programs. From easy online registration for training sessions to staying informed about upcoming events, the website ensures that players and parents have all the information they need at their fingertips. More than just a registration portal, it will also feature insights from coaches, tips for improving skills, and a community space where young athletes can connect and share their progress.

Designed with the needs of young footballers and their families in mind, our academy's web application aims to make the process of joining and participating in our programs seamless and engaging. The goal is simple: to create a supportive environment where every player has the chance to develop their skills, build confidence, and enjoy the game they love. Whether you're just starting or looking to take your abilities to the next level, our academy is here to guide you every step of the way.

# Project outline

The football academy website will consist of several key pages, each serving a distinct purpose to ensure a comprehensive and user-friendly experience. The Home Page will introduce visitors to the academy, providing an overview of our programs and how to navigate the site. This page will set the stage for what users can expect from the academy and guide them through the available options.

The Registration Page will be a crucial part of the site, allowing new players to sign up for training sessions and events. This page will collect essential information such as player details, preferred training programs, and contact information. Registered users will have access to a Login Page, where they can manage their profiles, view their training schedules, and stay updated on upcoming events.

A Programs Page will showcase the various training sessions, camps, and special events available at the academy. This page will be the primary resource for players and parents to explore what the academy offers. Users can filter and search for programs based on age group, skill level, and availability.

Additionally, the website will feature a Contact Page, where visitors can reach out with questions, feedback, or inquiries about the academy. This ensures open communication and support for all users.

In total, the website will include five main pages: Home, Registration, Login, Programs, and Contact. To support these functionalities, the project will include two primary databases. The first will store user registration and login information, ensuring secure access to the platform. The second will manage data related to the academy's programs and schedules, allowing users to browse and register for the appropriate activities.

The completed website will offer a seamless experience for young athletes and their families, making it easier than ever to join and participate in our football academy programs.

# User Stories and Use Cases

1. As a player, I want to browse available football programs so I can choose the best training session for my skill level.

– The website will allow players to easily find and select the ideal program based on their skill level.

2. As a parent, I want to register my child for football training easily so I can secure their spot in a program.

– The website will securely store all necessary registration details.

3. As a coach, I want to contribute updates and feedback about training sessions to inform parents and players

– After payment, users will be added to a private chat group for ongoing communication.

4.As a visitor, I want to contact the academy easily to inquire about programs or provide feedback, ensuring good communication.

– The website will store contact details for efficient follow-up.

# Ethical and Cultural Impact

Ensuring the ethical and cultural sensitivity of the football academy website is crucial. Mismanagement could lead to misinformation, such as promoting unsuitable or unsafe training practices, or misrepresenting the cultural significance of certain football traditions and events. To mitigate this, the website will have clear guidelines and disclaimers about the information provided by users, emphasizing the importance of accuracy and cultural respect. Additionally, the site will include educational content about the ethical considerations of sportsmanship, inclusivity, and respect for diverse cultural practices within the sport.

# Project timeline

Phase 1 – Establish the foundational elements of the website. This includes setting up the core webpages (Home, Register, About, Contact), implementing the basic structure for player registration, and configuring the database. At this stage, the site will be partially styled and will not yet have full functionality.

Phase 2 - Develop and integrate the registration system for players, including the ability to submit and store registration details. Implement basic functionalities for searching available training programs and setting up the contact form. Ensure that users can successfully register and login, and that data is correctly added to the database.

Phase 3 - Put the finishing touches on the website by ensuring all features are fully functional and refining the user experience. Fine-tune the search capabilities for training programs, enhance the registration and login processes, and make sure the site navigation is smooth. Complete the styling to give the website a polished, professional look and provide a seamless, engaging experience for users.