COS60015: Front-end Web Development Assignment

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Documentation:

https://id.atlassian.com/invite/p/confluence?id=GcHcxkWdQL61dn4q5xsZCA

https://id.atlassian.com/invite/p/jira-servicedesk?id=puf6qVFDReOXjJlwPuKZEQ

https://id.atlassian.com/invite/p/jira-software?id=KEki9hHtQiuXHANESyxtnA

The SPA

Navigation: a nav bar attached to the header for easy access. . Clicking on Nav headings lead to their associated section of the website.

Image carousel- for news. This is also positioned relative and allows for scroll- up readability. Buttons and scroll bar with functionalities made in JavaScript.

Events Timetable with colour-contrast and easy readability in an accessible format. Built with Javascript and is designed with css to be clear and attention-grabbing.

The background image applied for the news part of the page to create dimension to the page.

Digital video feature external widget via iframe, placed at a relative position to allow for playing whilst scrolling.

Body of text with search bar: About Us section combined with footer. Created in JavaScript to reference SJ navbar components as well as reload (eventually go to an array of different components on the website).

Forms:

Member's Login created with validation in JavaScript for both username and password components of the form. To successfully get access "into" the member-only "area" enter "Formget" as username and "password123" as password. A "login successful" alert is shown when logged in successfully.

Contact Us was created with validation in JavaScript for all components of the form to be filled out as well as have an email address entered into the "email" box. This refreshes the page; will soon feature a "sent" alert.

Scores table with colour themes, consistent font and division for better accessibility, designed with inner.HTML in JavaScript and off a basic html table format.

Members Forum- clicking on the "Member Login" button shows the wall when password protected, built as an expander in JavaScript. This is laid out as a general forum and made with Html.

Image gallery, to display member's own high- quality digital images, positioned under videos and created with html and JavaScript to become dynamic. Clicking on the image will enlarge it for the user and a cancel box is also featured.

Headings are formatted in css for hover browsing, with the colour changes elegantly when hovered over h2 headings.

Layout has information always available to the user, with a low-cognitive load. Css adds light colour palette and <h2>headings hover. With JavaScript transparent hover on image gallery function, for a pleasant browsing experience and further page engagement. Spaces and font sizes have been played around with to achieve harmony throughout the page. **Franklin Gothic Medium, Arial Narrow, Arial, sans-serif font family** is applied throughout the site for a smooth, professional look.

Colour-contrasting reflects font and overall page design. Differs slightly from the Wireframe design - as the project progressed and css and JavaScript possibilities opened up, new decisions were made. Light blue spectrum is used to establish the page theme.

Footer is combined with "About Us" and SJ vision statement. JQuery library scroll applied to this section, with a font colour change performed in JS when the user scrolls..

T's and C's and Privacy Statement pages are also featured here via drop-down boxes designed in Javascript. **Copyright** is featured just underneath this.

Canvas sun drawing designed in Javascript inserted as little sun over the events table as design feature.

Report

Pre sprint- the Vision phase

Pre-Sprint

The Sunshine Jets SPA project's **vision planning level** starts with brainstorming and research phases.

The team identifies the Vision Statement, which is documented via Confluence in Jira.

The Sunshine Jets project outlines Objectives.
A needs analysis SNA on which software to use is conducted, and Jira is chosen for ease and team familiarity as well as the technical requirements (as per documentation).

A feasibility study with the project manager and finance is undertaken to ensure the work can be delivered within the sprints, within budget and with all capabilities.

The team identifies whether requirements documented can be delivered via requirements reviews, inspections through prototyping and test-case generation to check the logic of requirements.

Brainstorming and research phases are included in Requirements Gathering for UX/UI. Decisions are documented in Accessibility.

User requirements have been determined with the finance team involved in planning. The epic will consist of all UI features that meet the objectives and vision of the app, as well as User Personas.

The vision and where UI/UX features designed to achieve the vision are now listed and a **roadmap** is established outlining a four- week epic in Documentation and all Sprints and iterations in Scrum Artifacts . Includes major software deployment releases.

The aim is to have the project align at all times with our roadmap.

An estimated release date is also established: **14/8/2023.**

Identifying key features and adding them to the product backlog ensures all decisions align with the vision and are to be revisited frequently.

Sprint 1

Scrum 1

This sprint begins with a weekly morning team scrum.These meetings are scheduled to problem-solve issues that block progress.

In this first Sprint, the team identifies the project Product backlog, Release backlog and Sprint backlog Scrum Artifacts. Front-end developers update the Development Lead on progress as the project unfolds.

Wireframes system diagrams, and user interface mock-ups are created and research findings are applied to create a higher- fidelity example.

Sprint 2

Sprint 2

The Sprint starts with our weekly team meeting, where we look over the progress of last week's goals and our current backlogs as part of our first team Retrospective.

We check in on how daily Scrums are progressing. Implementing html, the page is designed to reflect the wireframe. Web sections are designed to clearly establish application elements and features. Finance team weighs in with any project updates/ changes.

The project moves into the **release planning level**, with the front-end development lead introducing the Release Plan to developers.
Showcasing the demo is an opportunity for the team to measure sprint progress.

Sprint 3

Scrum 3

Our weekly meeting starts with our second Retrospective, encompassing how the test ran and our clients feedback with transparency and insight.

This week, gearing up to the **release sprint** of our product, we have another test for our customer with continued improvements. **Adding in CSS** updates design elements and continued testing of ideas with these elements, including adjusting UX and UI for improved cognitive load and accessibility.

The project makes meaningful choices of a simple layout and appropriate backgrounds for accessibility and dimension . The team incorporates **Javascript** into the SPA, utilising carousels, auto-slides, JavaScript- built tables, accessibility buttons, Canvas art, and forms.

Legal information will be added as a checkbox and link for T's&C's, and is available at page footer.

The Release Plan is completed.

Sprint 4
Scrum 4

This sprint would usually be dedicated solely to releasing new deliverables and no new development is done. This sprint also includes our usual retrospective, reviews, weekly team meetings and daily scrum.