Anjuman-I-Islam M.H. Saboo Siddik Polytechnic



WEB PAGE DESIGNING USING HTML (WPD) MICROPROJECT

COMPUTER ENGINEERING

DEPARTMENT CO-2I

TITLE: PS 5 GAMING CONSOLE

YEAR: 2022-23

Prepared by:

220407: Ansari Mohammed Armash

220408: Ansari Mohammed Saeed

• 220413: Fawwaz Mohammed Shaikh

• 220414: Humaid Dakhve

• 220419: Khan Aman

Under the guidance of: Prof. Mohammed Zaid



Certificate

This is to certify that Mr. <u>Ansari Armash</u> Roll no. <u>220407</u> of second semester of Diploma in <u>Computer Engineering</u> of institute <u>M.H. Saboo Siddik Polytechnic (code: 0002)</u> has completed microproject satisfactorily in the subject: <u>WPD</u> (22014) for the academic year <u>2022-23</u> as prescribed in the curriculum.

Place: <u>Mumbai</u>	Enrolment No: <u>2200020321</u>

Date: Exam seat No:





Certificate

This is to certify that Mr. <u>Ansari Saeed</u> Roll no. <u>220408</u> of fourth semester of Diploma in <u>Computer Engineering</u> of institute <u>M.H. Saboo Siddik Polytechnic(code:0002)</u> has completed microproject satisfactorily in the subject: <u>WPD</u> (22014) for the academic year <u>2022-23</u> as prescribed in the curriculum.

Place: <u>Mumbai</u>	Enrolment No: 2200020320

Date:_____ Exam seat No:





Certificate

This is to certify that Mr. <u>Fawwaz Shaikh</u> Roll No. <u>220413</u> offourth semester of Diploma in <u>Computer Engineering</u> of institute <u>M.H. Saboo Siddik Polytechnic(code:0002)</u> has completed microproject satisfactorily in the subject: <u>WPD</u> (22014) for the academic year <u>2022-23</u> as prescribed in the curriculum.

Date:_____ Exam seat No:





Certificate

This is to certify that Mr. <u>Humaid Dakhve</u> Roll no. <u>220414</u> of fourth semester of Diploma in <u>Computer Engineering</u> of institute <u>M.H. Saboo Siddik Polytechnic(code:0002)</u> has completed microproject satisfactorily in the subject: <u>WPD</u> (22014) for the academicyear <u>2022-23</u> as prescribed in the curriculum.

Date: Exam seat No:





Certificate

This is to certify that Mr. <u>Aman Khan Roll no. 220419</u> of fourth semester of Diploma in <u>Computer Engineering</u> of institute <u>M.H. Saboo Siddik Polytechnic(code:0002)</u> has completed microproject satisfactorily in the subject: <u>WPD (22014)</u> for the academic year <u>2022-23</u> as prescribed in the curriculum.

Place: Mumbai	Enrolment No:2200020359

Date: Exam seat No:



ACKNOWLEDGMENT

We wish to express our profound gratitude to our guide Mr. MOHAMMED ZAID SIR who guided us endlessly in the framing and completion of the micro project. He guided us on all the main points in that micro project. We are indebted to his/herconstant encouragement, cooperation, and help. It was his/her enthusiastic support that helped us in overcoming various obstacles in the micro-project.

We are also thankful to our Principal, HOD, faculty members and classmates of COMPUTER ENGINEERING department for extending their support and motivation in the completion of this micro-project.

Names of Team Members with Roll Nos.

- 1. Ansari Mohammed Armash- 220407
- 2. Ansari Mohammed Saeed- 220408
- 3. FAWWAZ MOHAMMED SHAIKH- 220413
- 4. Humaid Dakhve- 220414
- 5. AMAN KHAN- 220419

Annexure-I

Microproject proposal Title of microproject: PS 5 Gaming Console

I. Aims/Benefits Of Microproject

The PS5 Consoles Project website is likely aimed at providing information and resources related to the PlayStation 5 (PS5) console to its visitors. The website may have several objectives and benefits, including:

- Providing information about the PS5: The website can serve as a source
 of information about the PS5 console, its features, specifications, and pricing.
 This can help potential buyers make informed decisions about purchasing
 the console.
- Facilitating purchases: The website may provide links to authorized retailers where visitors can purchase the PS5 console directly. This can save visitors time and effort in finding a reliable seller.
- Building a community: The website can serve as a platform for building a community of PS5 enthusiasts. Visitors can share their experiences with the console, exchange tips and tricks, and participate in online discussions.

II. Course Outcomes Addressed

- Use block level formatting tags to present content on web page.
- Use text level formatting tags to present content on web page.
- Apply hyper linking on web page.
- Organize the content using table and frames.
- Apply presentation schemes on content using CSS.
- Publish websites on Internet Or Intranet.

III. Proposed Methodology

- 1. Discuss the topic of the project with the respected group members
- 2. Work divided among the group members
- 3. Research work regarding the project
- 4. Compiling the content obtained during the research of the given project
- 5. Preparation of the Chart
- 6. Preparation of the Project Report by the respected team member
- 7. Editing the content as per the instructions
- 8. Final overview of the whole project
- 9. Delivery of the presentation along with viva

Annexure-I

IV. Action Plan

Weeks	Details of activity	Planned start date	Planned finish date	Name of responsible team members
1& 2	Discussions & finalization of topics	02/02/23	16/02/23	Armash , Saeed, Fawwaz , Humaid, Aman
3	Preparation of abstract	16/02/23	23/02/23	Fawwaz Shaikh
4	Literature review	23/02/23	02/03/23	Armash , Saeed, Fawwaz , Humaid, Aman
5	Submission of microproject proposal(Annexure -I)	02/03/23	09/03/23	Fawwaz Shaikh
6	Collection of information on given topic	09/03/23	16/03/23	Armash , Saeed, Fawwaz , Humaid, Aman
7	Collection of all relevant contents	16/03/23	23/03/23	Armash , Saeed, Fawwaz , Humaid, Aman
8	Discussion and submission of outline of the project	23/03/23	30/03/23	Armash Ansari
9	Analysis/execution of collected data/information and Preparation of prototypes/drawings/charts/graphs/tables/models/circuits/programs etc.	30/03/23	06/04/23	Fawwaz Shaikh
10	Compilation of contents of project	06/04/23	13/04/23	Fawwaz , Saeed
11	Compilation of weekly progress report	13/04/23	20/04/23	Fawwaz ,Humaid
12	Preparation of the project report (Annexure II)	20/04/23	27/04/23	Fawwaz, Aman
13	Viva Voice / Delivery of presentation.	27/04/23	04/05/23	Armash , Saeed, Fawwaz , Humaid, Aman

V. Resources Required

Sr. no.	Name of resources	Specifications	Qty	Remarks
1.	Online	Learning resources and various websites	5 sites	
2.	Desktop	Microsoft word, Tools with internet facility.	1 for each	

Names of Team Members with Roll Nos.

- 1. Ansari Mohammed Armash- 220407
- 2. Ansari Mohammed Saeed- 220408
- 3. FAWWAZ SHAIKH- 220413
- 4. Humaid Dakhve- 220414
- 5. AMAN KHAN- 220419

Approved by: Sign of Faculty:

Name of faculty: Prof. Mohammed Zaid

Annexure-II

Microproject Report Title of Micro-project: PS 5 Gaming Console

I. Rationale

Website design broad term that encompasses wide variety of tasks, all involved formation of web pages. There are essentially two types of web design approaches, which are dynamic and static design. Static web design is typically based on basic HTML code. It is essential for diploma student to learn HTML since the task of static website design is performed by using HTML coding. Even in dynamic websites, the task of presentation of content is handled through HTML coding. This course introduce web page design using HTMLS and also give emphasis on learning Cascading Style Sheets (CSS) which is style sheet language used for describing the presentation of a document written in a markup language for formatting and styling of content. This learning enables students to design static websites and host it on Internet/Intranet.

II. Aims/Benefits Of Microproject

The PS5 Consoles Project website is likely aimed at providing information and resources related to the PlayStation 5 (PS5) console to its visitors. The website may have several objectives and benefits, including:

- Providing information about the PS5: The website can serve as a source of information about the PS5 console, its features, specifications, and pricing. This can help potential buyers make informed decisions about purchasing the console.
- Facilitating purchases: The website may provide links to authorized retailers where visitors can purchase the PS5 console directly. This can save visitors time and effort in finding a reliable seller.
- Building a community: The website can serve as a platform for building a community of PS5 enthusiasts. Visitors can share their experiences with the console, exchange tips and tricks, and participate in online discussions.

III. Course Outcomes Achieved

- Use block level formatting tags to present content on web page.
- Use text level formatting tags to present content on web page.
- Apply hyper linking on web page.
- Organize the content using table and frames.
- Apply presentation schemes on content using CSS.
- Publish websites on Internet Or Intranet.

IV. Literature Review

While preparing this microproject we have learnt about how to create A static using HTML. Content was also collected from various website.

V. Actual Methodology Followed

We were assigned with the microproject topic and time was assigned to us to complete the project in 11 weeks. All team members worked together in these 11 weeks together in order to complete this microproject. Data was collected according to our topic. Presentation was prepared, Technical report was prepared and then we prepared ourselves to deliver the presentation about the Chart.

VI. Actual Resources Used

Sr. no.	Name of resources	Specifications	Qty	Remarks
1.	Software	MS-Word Notepad Visual Studio	1 for each	
2.	Websites	www.w3school.com www.quackit.com www.wikipedia.com	1 for each	

VII. Outputs Of The Microproject

VIII. Skills Developed/ Learning Outcomes

- Web Development Skills: The development of a website requires a solid understanding of web development concepts and tools, such as HTML, CSS, and frameworks such as React, Angular, or Vue. Developing a website for a complex product like the PS5 would require advanced knowledge of web development best practices.
- User Experience (UX) Design Skills: A website's design should be focused on providing a positive user experience. To achieve this, you would need to have strong UX design skills, including wireframing, prototyping, usability testing, and user research.

IX. Applications Of This Microproject

- Online Store: You could create an online store to sell PS 5 consoles and related accessories. The website could feature product descriptions, images, and reviews to help customers make informed purchasing decisions.
- News and Reviews: Another potential application for a PS 5 console website is to provide news and reviews of games, consoles, and accessories. This type of website could include articles, videos, and podcasts on the latest releases, industry news, and reviews of popular games.
- Community Hub: A PS 5 console website could also serve as a community hub for gamers. This could include forums, chat rooms, and social media integration to allow users to connect with each other and share their gaming experiences.
- o **Game Library**: You could also create a game library section of the website where users can browse and search for games they are interested in playing on their PS 5 console. This could include information on game titles, genres, ratings, and release dates.

Name of Student: Ansari Mohammed Armash				Enrollment No: <u>2200020321</u>		
lame (of Program: <u>Computer En</u>	gineering	Semes	ter: 2 ND		
ourse	e Title: <u>Web Page Designi</u>	ng With HTM	IL Code:	22014		
itle o	f microproject: PS 5 Gami	ing Console				
ourse	e outcomes achieved:					
i.	Publish Website On I	nternet or Int	ranet.			
Sr. No.	Characteristics to be assessed	Poor (Marks 1 - 3)	Average (Marks 4 - 5)	Good (Marks 6 - 8)	Excellent (Marks 9- 10)	Sub Total
	(A) Process and Pro	duct Assessment (Convert above tota	al marks out of 6	Marks)	
1	Relevance to the course					
2	Literature Review/information collection					
3	Completion of the Target as per project proposal					
4	Analysis of Data and representation					
5	Quality of Prototype/Model					
6	Report Preparation					
	(B) Individual Pres	entation/Viva (C	onvert above total	marks out of 4 M	arks)	
7	Presentation					
8	Viva					
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1	Relevance to the course					
2	Literature Review/information collection					
3	Completion of the Target as per project proposal Analysis of Data and					
5	representation Quality of Prototype/Model					
6	Report Preparation					
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N	Name of Student: <u>Fawwaz Shaikh</u>				Enrollment No: <u>2200020362</u>		
N	ame	of Program: Computer En	gineering	Semester: 2 ND			
C	ourse	e Title: <u>Web Page Designi</u>	ng With HTM	IL Code:	22014		
T	itle o	f Microproject: <u>PS 5 Gam</u>	ing Console				
C	ourse	e outcomes achieved:					
	i.	Publish Website On I	nternet or Int	ranet.			
	Sr. No.	Characteristics to be assessed	Poor (Marks 1 - 3)	Average (Marks 4 - 5)	Good (Marks 6 - 8)	Excellent (Marks 9- 10)	Sub Total
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	1	Relevance to the course					
	2	Literature Review/information collection					
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	3	Quality of Prototype/Model					
	6	Report Preparation					
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	8	Viva					
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Name	of Student: <u>Humaid Dakh</u>	Enroll	Enrollment No: 2200020306			
Name	of Program: Computer En	Semes	ter: <u>2ND</u>			
Cours	se Title: Web Page Designi	ng Using HTI	ML Code:	22014		
Title	of Microproject: PS 5 Gam	ing Console				
Cours	se outcomes achieved:					
i.	Publish Website On I	nternet or Int	ranet.			
Sr. No.	Characteristics to be assessed	Poor (Marks 1 - 3)	Average (Marks 4 - 5)	Good (Marks 6 - 8)	Excellent (Marks 9- 10)	Sub Total
	(A) Process and Pro	duct Assessment (Convert above tota	al marks out of 6	Marks)	
1	Relevance to the course					
2	Literature Review/information collection					
3	Completion of the Target as per project proposal					
4	Analysis of Data and representation					
5	Quality of Prototype/Model					
6	Report Preparation					
	(B) Individual Pres	entation/Viva (Co	onvert above total	marks out of 4 Ma	arks)	
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N	ame	of Student: Aman Khan	I	Enrollment No: 2200020359				
Name of Program: Computer Engineering				Semester: 2 ND				
Course Title: Webpage Designing Using HT				<u>ML</u> Code:	22014			
Title of Microproject: PS 5 Gaming Console								
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Course outcomes achieved:								
	i. Publish Website On Internet or Intranet.							
	Sr. No.	Characteristics to be assessed	Poor (Marks 1 - 3)	Average (Marks 4 - 5)	Good (Marks 6 - 8)	Excellent (Marks 9- 10)	Sub Total	
		(A) Process and Pro	Process and Product Assessment (Convert above total marks out of 6 Marks)					
	1	Relevance to the course						
	2	Literature Review/information collection						
	3	Completion of the Target as						
	4	per project proposal Analysis of Data and						
	5	representation						
	3	Quality of Prototype/Model						
	6	Report Preparation						
		(B) Individual Presentation/ Viva (Convert above total marks out of 4 Marks)						
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	8	Viva						
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Comments/Suggestions about teamwork/leadership/interpersonal communication								
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