

Course: Web Design

Assignment #: 1

Course #: CSC 306

Section: A

Instructor: Karam Keyrouz

Due Date: Wednesday, November 4th, 2020

READ THE ENTIRE ASSIGNMENT BEFORE STARTING

Favorite Game Website: Create an informative website about your favorite game or pass time; this can be a video game, sport, board game, or any other hobby. Your website should describe and promote this hobby, encouraging people to engage in it. The website must consist of at least 3 pages.

Your Website should include the following:

1. Main Page

- a. The main page is what users first see when they access your website. It should briefly introduce the topic.
- b. This page should contain at least one image.

2. Gallery

- a. This page should showcase images that would encourage visitors to engage in the activity in question. Images should be accompanied with corresponding descriptions/information.
- b. Each entry must contain a title, description and, where possible, links.

3. You and the activity

- a. This page should contain information regarding your engagement and attraction to said activity; basically it should explain why and how you perform this activity.
- b. Mention drawbacks if any exist.

4. More

- a. You are not limited to only three pages; it is only the minimum requirement.
- b. If you want to do more, or think your website can be partitioned even further, you can add more pages.
- c. The maximum number of pages for this assignment is 6.

5. User Experience

- a. You must provide an adequate user experience for visitors. This means that the content must be clearly transmitted and navigation intuitive/easy to use.
- b. Your color scheme, font size, spacing and layout must be appropriate for a good experience.

6. Responsiveness

- a. Your website must be responsive, meaning it must adapt to different screen sizes without breaking or becoming unusable.
- b. For this assignment, you are only required to design for 2 screen sizes (desktop and mobile versions).
- c. You are allowed to have more versions if you feel you need it. (maximum 5)
- d. It is up to you to choose an appropriate break point based on modern smartphone sizes.
- e. When building your responsive design, you must keep user friendliness and best use of available space in mind.

7. Code

- a. Your code should be optimized.
- b. Use comments to establish the structure of your HTML/CSS.
- c. You are allowed to use any HTML elements even if not seen in class as long as they are used **properly**.
- d. You are only allowed to use CSS properties and concepts discussed/seen in class.

e. If there are some CSS features you wish to use that have not been explored so far, make sure to contact me first to get approval otherwise they will not be counted.

8. Design Mock Up (Optional)

- a. Along with your files, you can provide mock up(s) of your design, describing how your website is structured.
- b. These can be anything ranging from HTML structure to drawings/wireframes.
- c. You can also include things that you would have liked to implement but could not due to time/knowledge constraints.

The following should be returned to the instructor via BLACKBOARD:

A **soft copy** of your *HTML, CSS and image files* must be submitted via blackboard. The files must be in a zip folder named “Your Name – Assignment I” for example;

“Karam Keyrouz – Assignment I”

NOTES

- No late submissions.
- All submissions must be made via blackboard. If for some reason blackboard is not working, do not wait until the deadline and notify me immediately.
- It is preferable to design and test your website on Google Chrome browser as that is the one that will be used for correction.
- If for some reason, you are unable to make one or more features, do what you can/know and create a working project. It is better to submit something instead of nothing.
- Make sure your project doesn't crash at any point.
- When you submit your assignment specify the screen size(s) on which it was tested.