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Interactive Web Design
Project Brief

Project Overview

You are required to design a website using HTML, CSS, and JavaScript. The website should be a designed as promotional tool for a business, organisation or event.

For example, a website promoting:

- A tourist board, including tourist attractions or places.
- An event – e.g., festival, concerts, sporting, community / fundraising events, etc.
- A product or service – e.g. clothing, vehicles, tours, experiences, etc.
- A small company, e.g., a local barber, plumber, electrician, beautician, etc.

Group & Individual Projects

This project can be done individually or as part of a group of up to 3 students. We encourage group work as part of any project is learning how to communicate and work with others to achieve a common goal.

If working as part of a group:

Groups can be 2 or 3 students. Please, no groups of four. If there are four students who would like to work together, helping each other out, that's fine, but it should be two groups of two, with two different projects submitted and presented.

Only one group member needs to upload the project file to Brightspace.

Presentation

Presentation attendance is mandatory to receive your grade for the project.

If for some reason you cannot attend, you must contact your lecturer and provide evidence of a reasonable reason why you were unable to attend. Your presentation will then be rescheduled.

Marks aren't awarded on your presentation skills exactly - marks are awarded based on your knowledge of your project and why and how you created the website and the code the way you did. Questions will be asked about your design and coding decisions. For

example, “Show me the code you used to make that feature work and try to explain how it works.” Or “Why did you use that method or that layout”.

Requirements & Allocated Marks

	Marks
Best Practices	
HTML:	
1. Range of tags	3
2. Neatness & readability of code, e.g. indentation and comments.	3
3. Well written code – Is the code simple and effective*	4
CSS:	
1. Use of CSS rules – e.g. classes and IDs, no unnecessary repeating of the same code when less code using IDs and classes would reduce code	4
2. Well written code – is the code simple and effective*	4
3. Use of external stylesheets (not inline CSS). 2 marks for 1 stylesheet 3 marks for 2 stylesheets and 4 marks for more than 2 stylesheets	4
4. Indentation and use of comments: neatness & readability of code	3
* Is there excess / redundant / superfluous code, which only serves to make your code harder to understand? Beware of copying and pasting unnecessary code from the internet, when a simpler method has been taught in the labs.	
Project Structure:	
1. Are web pages and resources stored in a logical folder structure	4
Links	
1. Do navigation links work throughout the site?	3
2. Add an email link that, when clicked, opens a user’s default mail program on their computer or phone	2
3. Telephone link – link to a phone number that, when clicked, opens a user’s phone dialler	2

Design

The layout of the website will be decided by each student group. However, it must be justified during the presentation, i.e., why the layout works.

Usability & Accessibility:

1. Is it easy to navigate - are links in easy to find and intuitive locations	3
2. Are elements in a logical order on the web page(s)	3
3. Is text easy to read? - Suitable font types and headings, padding around text	3
4. Do the images tags have descriptive alt tags	2

Aesthetics

1. Overall, consistent layout	2
2. Element alignment (e.g., *divs, articles, sections)* – are they positioned symmetrically and in an ordered fashion	2
3. Text alignment within the elements	2
4. Asset alignment – pictures, videos, graphics, maps	2
5. Appropriate colour schemes	2
6. Appropriate fonts with regards to the overall design	2
7. Use of an external / non-standard font such, e.g. Google's font library	2

Media

Media should be of appropriate quality and displaying correctly.
The website should at least include:

1. Videos - At least 1 video either using imbedded HTML or an external hosted such a Youtube video	3
2. Images - The website must display at least 2 high quality images	3
3. Maps – Add an embedded map from Google Maps, Bing Maps or any other map provider	3

Responsive Layout

Create at least **two** elements that change their layout depending on the browser window width. (e.g., Responsive flexbox / CSS grid etc., using media queries)	4
Create elements that appear / disappear depending on screen size they are viewed from. For example, a sliding menu or a 'hero' image that is not displayed on mobile devices.	4

Suggested CSS breakpoints: https://www.w3schools.com/howto/howto_css_media_query_breakpoints.asp	
JavaScript Interactivity	
Add **two** JavaScript functions either from the lab examples or developed by you or from the internet (see below). 6 marks for each.	4 4
Add one **JavaScript function** that is **different to what the labs cover**. You can use any JavaScript component you developed or one found on the web such as: Bootstrap components: https://getbootstrap.com/docs/4.4/components or W3 Schools components: https://www.w3schools.com/howto/howto_js_curtain_menu.asp You don't need to understand every line of code, but you need to know what the code is doing.	4
Presentation	
Short questions will be asked about the design and coding choices made during a 5-10min presentation. (See page 1 for more info.)	10
Total: /	___ 100