**ID512 2023 website aromatawai**

**Due Date:** Friday, 10th November, midnight

**Value:** 70% of your final mark

**Group Size:** Individual

**Learning Outcomes:**

1. Use fundamental components of web pages and basic client/server communication.
2. Develop simple web-based applications using industry relevant client/server-side programming languages.
3. Use industry relevant tools and workflows in the development of web-based applications.

**Aromatawai details:**

You are going to **build a website**. The point of this assignment is to **demonstrate your competency** in the areas outlined in this course.

* **Choose a topic** and **three example sites** from which you want to incorporate elements.
* **Write a brief document evaluating and critiquing** the sites –
  + Why did you choose these particular sites?
  + What elements appeal to you and why? Reference some principles of modern web design.
  + What **specific elements** will you incorporate into your own design? How? Where can they be seen in your assignment?
* **Build a site using svelte –** your site should have at least **2** pages and demonstrate good component architecture.
* **Correct encapsulation of common functionality** (no repeated code across components/pages)
* **Competency using HTML** to structure components (semantic HTML where appropriate, correct use of tags)
* **Competency using CSS** to style your site (adherence to modern web design principles/conventions, correct encapsulation of common styles, correct use of selectors, responsiveness)
* **Competency using JS** to allow user interaction (adherence to ES6 syntax, code elegance)
* **Competency using asynchronous programming (AJAX) and APIs** to fetch and display data.
* **Competency using Git/Github to maintain your code** (frequent, meaningful commits, descriptive commit messages, README, feature branching)
* **Code commenting** to demonstrate good development practices – don’t comment too much (or too little) – **do not under any circumstances** comment every single line! And don’t comment unnecessary things… e.g.:

**let x = 5; // this sets x to 5**

**Milestone schedule:**

There are no **required** milestones or due dates that any part of your site needs to be completed by. We will do some **practical work in-class** that will give you a good foundation for tackling your individual assignment sites. However, most importantly, you are encouraged to work **continuously** and **at the pace you feel comfortable with –** if you wish to work **faster** or **slower** than we progress in class, this is fine. It would be good to **discuss with me** if you start to drift ahead or behind the general pace of the class, just so I can keep an eye on your progress.

**Marking Rubric:**

Attached at the end of this document.

**Submission:**

* You will hand in a link to your **code repository on Github**. If I cannot find this, you might risk losing marks.
* You will create your own Github repository – make this public for easy viewing, or **add me as a collaborator** under settings if private (my username is **dfenders**).
* You will have a **one-on-one** code defense with your lecturer… to explain how your code works and how/why you made the decisions you did.

**Passing Criteria:**

This assessment is criterion-referenced with a cumulative pass mark of 50%.

**OTHER REQUIREMENTS:**

* **You must have a README in your Git repo that details the purpose of your repo, the technologies used, any known bugs, future roadmap, screenshots, etc… It must be formatted to a professional standard. See resources such as https://www.freecodecamp.org/news/how-to-write-a-good-readme-file/.**
  + **Your README is for YOUR project – not the default svelte README… at minimum, you need to include an overview of what the project is about, the languages/frameworks it is written in, how to install/run the application, known bugs/issues, planned/future features, screenshots, proper formatting…**
* **You must use exclusively ES6 JavaScript – if you are unclear what this means, ask!**
* **The quality of your code will also affect marks – so including HTML, CSS or JS that does not adhere to good development practices such as DRY, will affect your marks.**
* **You should be aiming for ~10 commits per week… as you are meant to be putting in 10 hours of work per week, this is 1 commit per hour of working (but committing more frequently than this is encouraged) – use Git like you would Ctrl+S in Word – every meaningful little chunk of code you write, just commit it… the rule is: if your computer explodes halfway through your work, and you didn’t commit (save) your progress, it’s gone… so do more rather than less!**

**Marking rubric**

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| --- | --- | --- | --- | --- |
|  | **10-9** | **8-7** | **6-5** | **4-0** |
| **HTML** | Has coded a complex and engaging website using advanced HTML. | Has coded a functional website using HTML. | Has coded a basic website using simple HTML. | Has failed to use HTML to code a website.  Has attempted to use some HTML to code a messy or dysfunctional website. |
| **CSS** | Has coded a complex and engaging website using advanced CSS. | Has coded a functional website using CSS. | Has coded a basic website using simple CSS. | Has failed to use CSS to code a website.  Has attempted to use some CSS to code a messy or dysfunctional website. |
| **Site design** | Has identified a wide range of modern design principles and conventions and implemented them to a high standard. | Has identified a range of modern design principles and conventions and implemented them to a good standard. | Has identified some modern design principles and conventions and implemented them to an acceptable standard. | Has failed to identify a range of modern design principles and conventions and/or has failed to implement them to an acceptable standard. |
| **JavaScript use** | Has coded an interactive and engaging website using complex JavaScript. | Has coded a functional website using JavaScript proficiently. | Has coded a basic website using simple JavaScript. | Has failed to use JavaScript to code a website.  Has attempted to use some JavaScript to code a messy or dysfunctional website. |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **AJAX/asynchronous programming** | Has demonstrated advanced use of AJAX/async programming. | Has used AJAX/async programming proficiently in a logical and meaningful way. | Has incorporated simple example of AJAX/async programming in website. | Has failed to incorporate any AJAX or asynchronous programming in website.  Has attempted to incorporate AJAX/async programming in website but functionality is broken. |
| **Git** | Has used Git in a professional manner, and modelled appropriate industry behaviours. | Has used Git consistently to manage code. | Has used Git semi-regularly to manage code. | Has failed to use Git to manage code.  Has made bare attempt to use Git to manage code. |
| **Code commenting** | Has made consistent and thorough commenting throughout, with comprehensive detail. | Has made consistent commenting throughout with moderate detail. | Has made consistent, minimal commenting throughout. | Has not commented code.  Has made bare attempt to comment some code. |