**Project Requirements**

**Main Technologies**

Required: HTML, CSS

Optional: Bootstrap and/or other CSS libraries/frameworks.

**Mandatory Requirements**

A project violating any of these requirements will FAIL

1. **Static front end project:**Write custom HTML5 and CSS3 code to create a website of at least 3 pages, or (if using a single scrolling page), at least 3 separate page areas.
2. **Information Architecture:**Incorporate a main navigation menu and structured layout (you might want to use Bootstrap to accomplish this).
3. **Documentation:**Write a README.md file for your project that explains what the project does and the value that it provides to its users.
4. **Version Control:**Use Git & GitHub for version control.
5. **Attribution:**Maintain clear separation between code written by you and code from external sources (e.g. libraries or tutorials). Attribute any code from external sources to its source via comments above the code and (for larger dependencies) in the README.
6. **Deployment:**Deploy the final version of your code to a hosting platform such as GitHub Pages.

# Project Ideas

You can either choose to build the website using your own idea, or take inspiration from the example ideas below.

## Project Idea 0

Bring your own idea(s) to life, based on providing value to users to address a specific real or imagined need.

## ****Project Example Idea 1****

Build a website for a band (real or fictional)

### **External user’s goal:**

The site's users are fans and potential fans who wish to learn more about the band's history and the band members, and possibly book them for shows.

### **Site owner's goal:**

The band are interested in selling more of their music/merchandise and getting more gigs.

### **Potential features to include:**

Showcase photos, audio and/or video clips from the band's catalog.

Publicise the band's upcoming shows and/or availability to perform at events such as weddings and corporate parties.

Provide links to external resources, such as the band's social media profiles (can point anywhere at all).

## ****Project Example Idea 2****

Build a website for a gym

### **External user’s goal:**

 The site's users are gym members and potential members, who want to know more about the gym and its procedures.

### **Site owner's goal:**

The gym is interested in attracting and retaining members.

### **Potential features to include:**

 Showcase photos of people having fun exercising in the gym and any other media to motivate people to come.

 Provide detail on the organised classes in the gym and their schedule.

 Provide information on the gym's location, opening hours, contact details and any external resources.

## ****Project Example Idea 3****

Build a personal portfolio site (potentially for yourself).

### **External user’s goal:**

The site's users are recruiters considering to hire the applicant.

### **Site owner's goal:**

Present self in best light and get hired.

### **Potential features to include:**

Tell about educational history and work experience.

Tell about skills and any other relevant competencies and interests.

Provide basic personal information and contact information for recruiters.

### **Advanced potential feature (nice-to-have)**

Showcase portfolio of projects so far (in-lieu of links to real projects that you'd build later, feel free to include links to fake projects or random sites on the internet at this stage)

## ****Assessment Criteria****

Your User Centric Front End Development project will be assessed based on the following criteria:

**Usability and Visual Impact:**

* + Project Purpose
  + UX design
  + Suitability for purpose
  + Navigation
  + Ease of use
  + Information Architecture

**Layout and Visual Impact:**

* + Responsive Design
  + Image Presentation
  + Colour scheme and typography

**Code Quality:**

* + Appropriate use of HTML
  + Appropriate use of CSS

**Software Development practices:**

* + Directory Structure and File Naming
  + Version control
  + Testing implementation
  + Testing write-up
  + Readme file
  + Comments
  + Deployment implementation
  + Deployment write-up

### Explanation of Assessment Marks

Once you submit your milestone project, it will be reviewed by an assessor and graded based on a particular set of criteria, specific to each module. On each criterion, the assessor will review how your project meets this criterion and award you a mark between 0 to 5:

**0 marks - Entirely missing**

The requirements for this criterion were completely ignored

**1 mark - Non Functioning**

The criterion is only partially implemented and remains essentially non functioning

**2 marks - Fails to Meet Expectations**

The criterion is mostly satisfied but has significant technical issues or other flaws

**3 marks - Meets Expectations**

The criterion is fully satisfied without any significant issues, but is otherwise simple and doesn’t demonstrate any striving for excellence

**4 marks - Exceeds Expectations**

The criterion is satisfied in a fully professional manner and demonstrating that the student strived for excellence, even if there are perhaps 1 or 2 minor issues.

**5 marks - Greatly Exceeds Expectations**

The criterion was implemented flawlessly, exhibiting a well-planned approach and excellent execution; this project should be showcased for other students to learn from.

#### Recommended structure for your README.md file:

As a mandatory part of the submission, your project must have a readme file named **README.md**, in markdown format, that will describe all aspects of your project.

The link below provides an official example of an expected structure for your readme file, that if filled out in its entirety will get a passing mark. To get high marks, you would need to include all of the parts below and also tailor the readme to your own particular project, providing any additional relevant information useful to your users and other developers who may want to contribute to the project.

MAKING THE MOST OF YOUR MENTOR RELATIONSHIP

For students in the Mentored Online Programme, the most critical time for mentoring is during project work. You will need to schedule three structured sessions during your work on the project, in the beginning, middle and end of your effort, to focus on the high-level aspects of constructing your project. These mentoring sessions are mandatory for all Mentored Online students.

Below is a recommended structure for these three half-hour sessions:

Project inception: This is a session where your mentor would help you plan your project work.

Come to this session after going over the project guidelines with (at least) some initial ideas for the project and preferably some user stories and even mockups.

Your mentor will help you decide which parts of your ideas would work best for the project and help you make decisions about the best technologies to implement these plans.

Middle of the project: You should schedule this session for when you feel that the project is mostly done, but some hard parts remain.

A well-known (and entirely accurate) aphorism in software engineering states that:

The first 90 percent of the code accounts for the first 90 percent of the development time. The remaining 10 percent of the code accounts for the other 90 percent of the development time.

Given this difficulty, be sure to ask your mentor for help in reining in the complexity of these remaining “10” percent.

Your mentor will try to help you in thinking about how to approach the remaining problems and may advise you how to reduce the project’s scope if needed.

End of project review: Once your project is ready for final review, schedule a session where you will present it to your mentor, going over both the site itself and the code running it.

Your mentor will give you useful feedback including recommendations for final touches, and will then provide you with a short introduction and welcome to the next stream.

You might also be tempted also to ask your mentor for help with specific technical issues, but that is not the best use of your mentoring time. Instead, we recommend that you ask your mentor for overall feedback on your work and (rather than getting specific issues solved during the session) get the advice you need to be more productive between sessions.

May your project work be challenging, productive and satisfying!

#### COMPLETING YOUR MILESTONE PROJECT:

Your work on the milestone project for this module is ready for submission once you've completed the following steps:

1. You have completed all of the functional requirements for the project work
2. You have deployed the project and documented the deployment
3. You have tested the project extensively and documented your testing
4. You have written sufficient overall documentation in the README.md file in English
5. You have correctly set the lang attribute in the html to the web apps content language
6. You have had your final project review session with your mentor and addressed their feedback, if any
7. (Recommended) You have worked through the suggestions in the [Project Pre-Submission Checklist](https://docs.google.com/forms/d/e/1FAIpQLSelPSf-wTwnlIIduZVKnUBNGmIkBOx6oP8fbZr1WiCh4od5-g/viewform)
8. You are overall happy with your work

#### SUBMISSION PROCEDURE:

You should submit your milestone project for this module by filling out the form on the [Project Submissions page](https://docs.google.com/forms/d/e/1FAIpQLSdW7W2w5tA1oE11vwyH07ziWKhZ11Zl0VF1uL_-PGbkEagmnw/viewform) and providing links to both your source code on GitHub and the live deployed project (e.g. on Heroku or GitHub Pages). Note that you may submit multiple projects at the same time, but we encourage you to avoid postponing the submission and instead submit each project whenever it's ready, so that you'll be able to use the assessor's feedback to guide your work on the following projects.

#### IMPORTANT NOTES:

The source code for your project work will only be accepted through a link to a repository on GitHub which is owned by you and has had no other contributors.

To protect the submitted project code from further alteration, the submitted GitHub repository will be forked into a repository owned by Code Institute, which will then be reviewed by the assessors.

The live link to the site that you submit must be deployed from the source code with no alterations (except those described in the deployment procedure section of your documentation), and no other alterations may be done to the deployed version until the assessment results are returned to you.

#### GRADE NOTIFICATION:

Results are released 4 weeks after your project submission. You will be sent your results by email.

If you require clarification on the project assessment feedback provided, you can contact student care.

#### RE-SUBMISSION:

If your project submission does not meet the required standard, you may resubmit your project to achieve a pass. Student Care will liaise with you to arrange the timeframe for a resubmission. The grade for any project resubmitted will be capped at a pass. You will not be informed of the actual grade. The resubmission fee is €50. For any project, the maximum number of resubmission attempts is 2. A student whose project has received a pass mark is not permitted to resubmit their project with a view to achieving a higher grade.

#### APPEALS:

Where a student feels they have been unfairly marked or that the marking is inconsistent with the assessment criteria, they may appeal their grade. The appeal must be requested in writing to Student Care within 2 weeks of the grade being released. In doing so, you must also outline the grounds on which you are appealing the awarded grade. The project in its previously submitted format will be graded by a different assessor. You may not make any changes to your project (source code or live version) while the appeal process is taking place. The result of the appeal, which may be higher or lower than the original grade will be the final grade awarded. There is a €50 fee for the appeal which will be refunded if the outcome of the appeal is a higher passing grade. The appeal process will be completed within 5 weeks.