| **Section 1 – Assessment Task Overview and Description** |
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# Student / Class Details

**Full name:** Dylan Dinsdale

**Student ID:** 101669460

**Teacher:** Lachlan Van Der Velden

**Date / Time started:** 16/06/2020 2:00 PM

Please read the whole assessment before starting, including the Summary of Evidence and Items / Criteria. Any missing files / an incomplete submission **will not be accepted** and a resit will be required.

By checking the box below, you agree that penalties exist for plagiarized work, that all work submitted is your own and that you have read the above highlighted statement. Please refer to the bottom of the document for more information on plagiarism.

I confirm that all work is my own and have read the entire assessment.

Case Study and Tasks start on next page.

# Case Study

BuzzFrog, an online news channel has requested for a quiz interface to be built for one of their recent articles. The interface must be programmed using HTML, CSS and Javascript (Typescript / React / Angular versions of this assessment are acceptable for anyone wanting a bit more of a challenge).

The quiz interface has AT LEAST 5 questions where each question is multiple choice with 1 valid but 4 possible answers. BuzzFrog do not mind how the quiz looks but as we know they silently judge everyone, so you will need to create a wireframe of the layout before you get started on the code just to satisfy their cravings of control. BuzzFrog LOVE colours, so it might be worth while adding some to your wireframe, turning it into more of a mockup.

The previous software developer was fired because of his bland and untasteful designs, and BuzzFrog has made this very clear by providing an example which should never be copied. This design can be found here: [https://i.imgur.com/Qt97a51.gif](https://i.imgur.com/Qt97a51.gifR) Remember that BuzzFrog LOVE colour and random things happening, so please make your version of this as colourful and unique as you can!

# Design Tasks

Some of us really hate design I get it. However, as a successful software developer sometimes we need to generate a simple wireframe / mockup of what we will build so that the client (BuzzFrog in the case) knows what they should expect from you by the end of the project.

It is recommended to use Adobe XD for the designs, however you may find you like other design tools and they are fine too. (Figma, Invision are just a few that are commonly used)

1. Read the case study above to get a clear understanding of what is required for you to make
2. Draw a super simple wireframe of how elements will be positioned on your website.   
   Keep in mind that this wireframe will be matched as close as possible once you get started, so keep things aligned and easy to do!
3. Add some colour, or images to your wireframe turning it into a ‘mockup’ or ‘design’ of your website
4. Send your design to your client contact (in this case your teacher) via email and get their opinion on it.
5. Change anything as necessary and repeat step 4 **until the client is happy**!
6. Get started building and jump into the Programming Tasks.

# Programming Tasks

1. Setup your development environment, for which ever language you wish to use (Raw Javascript, Typescript, Angular or React)
2. Create a new Github repository called ‘WebProg\_Challenge2\_{studentid}’ (replace {studentid} with your Student ID or First Name eg: WebProg\_Challenge2\_10101010).   
   Please ensure you create this repository as **private** ***AND*** add ‘*LachlanVelden-swin’* as a collaborator ([See here on how to do this](https://stackoverflow.com/a/55135314))

https://github.com/101669460/WebProg\_Challenge2\_101669460.git

1. Clone the newly created GitHub Repository and setup your project, then commit it as “Initial Commit”
2. Build the website using HTML, CSS and the language of your choice.  
   Try and replicate the design you have made before hand as perfectly as possible. Use any questions, you wish, but a list of sample questions has been provided. **Commit ALL THE TIME**
3. Take a full-size screenshot of your final website, with the web browser in view, and add it to your GitHub repository in a separate commit. If you know how to take a gif recoding of using the app, please do this.

| **Section 2 – Assessment Task Submission Information** | |
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| **Submission Details** | **Due date: 4 Hours from Start Date** |
| 1. The assessment task must be submitted via Canvas or directly to the teacher with an assessment cover sheet. 2. Ensure to fill out:    * your name    * student ID    * your teacher’s name    * the time the assessment was started    * plagiarism and read conformation 3. Submissions received after the submission date must be approved by your teacher. 4. Incomplete submissions will not be accepted. 5. You have a maximum of 2 attempts at this assessment unless special consideration has been agreed upon with your teacher. |

| **Summary of Evidence to be Submitted / Included** |
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| * GitHub repository created and linked in this submission with at least 2 commits |
| * The final website developed as an image (png, jpg, gif) within the GitHub repository |
| * The HTML, CSS and Javascript code that represents the above screenshot in your GitHub repository |
| * This document with the GitHub URL and a review of your assessment |
| * Designs have been validated with the teacher and submitted as part of the GitHub repository |
| The task will be assessed as satisfactory when all of the required evidence listed has been satisfactorily demonstrated.  \* If applicable, for graded units, the task must be satisfactorily completed before marks will be allocated. Refer to your unit outline for more information. |

| Section 3 – Assessment Task Criteria and Outcome | |
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| *All items/criteria must be demonstrated satisfactorily to achieve this task. The items/criteria for this activity will be assessed as S – Satisfactory or US – Unsatisfactory.* | |
| Items/criteria | |
| 1. | Demonstrated how to style html elements with CSS |
| 2. | Used at least one of each html tag: div, h1, h2, h3 and p |
| 3. | Used at least 3 CSS selectors |
| 4. | Demonstrated an understanding of selecting elements with Javascript |
| 5. | Demonstrated an understanding of binding to click events of elements with javascript |
| 6. | Demonstrated an understanding of changing elements appearance / content using Javascript |

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| **Section 4 – General Assessment Information** | |
| **Decision Making Rules** | Each activity in the assessment task must be satisfactorily completed for the task to be assessed as satisfactory.  Every task must be satisfactorily completed to be assessed as competent in the unit.  *\* For graded units, competence must be demonstrated before a mark can be given.* |
| **Plagiarism** | There are serious penalties for plagiarism that may include repeating a new assessment task or being withdrawn for the unit / course.  Students must ensure that all assessments are their own work (or group work and clearly noted as such).  Please refer to [www.swinburne.edu.au/corporate/registrar/plagiarism/index.html](http://www.swinburne.edu.au/corporate/registrar/plagiarism/index.html) |
| **Reasonable Adjustment** | Students may request reasonable adjustment for assessment tasks.  Reasonable adjustment usually involves varying:   * the processes for conducting the assessment (eg: allowing additional time, varying the venue) * the evidence gathering techniques (eg: oral rather than written questioning, use of a scribe, modifications to equipment)   However, the evidence collected must allow the student to demonstrate all requirements of the unit.  If you have any other issue that may impact your ability to undertake the assessment, please discuss with your teacher. |
| **Re-submission** *(where tasks are not satisfactorily completed)* | Assessment tasks that are not satisfactory can be resubmitted up until the end of the unit as scheduled on the Unit Outline. The timing on this may depend on the equipment required for this assessment task.  Resubmissions received after the scheduled unit end date may not be accepted unless approved by the teacher prior to the end date.  Note: Assessment tasks submitted for the first time after the unit end date as scheduled in the Unit Outline will not be assessed and the student should re-enrol into the unit. |
| **Special consideration** | Students may apply for Special Consideration where personal circumstances have adversely affected their task result or ability to undertake an assessment. A Special Consideration form can be completed prior to, but no later than 3 days after, the date of assessment and submitted to the relevant Manager. |
| **Work Health & Safety** | Activities may require the use of equipment or participation in group exercises. If the teacher identifies any unsafe activity or potentially dangerous situations, the teacher can stop the assessment at any time. |