**A close-up of a logo

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**SCHOOL OF INFORMATION TECHNOLOGY**

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WE22A\_SS2\_ProjScope Essay (Story)

# Scenario

You are the leader of a village that is currently going through a water shortage crisis. Your goal is to find a way to solve or mitigate this this issue by learning more about the topic and then implementing the appropriate measures to benefit the village.

# Introduction

Hello, Village Leaders! This website will give you a chance to learn about water shortages and how to improve your villages’ ability to handle them. This will be done through an interactive story that will give you the tools to make the best decision for your village.

# How it works

## Part 1: Home Page

As you land on the website you will be greeted with text and a button that will take you to the simulation starting page.

Once you’ve filled in your name and the name of the village the simulation is started by clicking the button, and a series of choices will be provided.

**Interactive Elements:**

* **HTML:** Creates the page that is landed on and greets the user and contains a button to begin the simulation
* **CSS:** On hover the button will pop up and leave a slight shadow
* **JavaScript:** On click the page will change and the simulation will start

## Part 2: The solution

Now you will be able to look through a few examples of how to improve the situation. Your role as the Village Leader is to take all this information into consideration and make the choice of which solution is best for the village. As you make choices the progress bars provided will fluctuate depending on your choices.

**Interactive Elements:**

* **HTML:** Create a page that will have options to choose from to select a solution
* **CSS:** On hover cursor changes to a pointer finger
* **JavaScript:** On click, the choice is registered after being selected and clicking “confirm choice” and the progress bars change to show what is affected and how far into the quiz you are

## Part 3: Results

After completing the interactive story, you’ll be shown your choice and the percentages of how your choices effect Funding, The Community Support and the Water Level as well as an Overall Assessment message that may help with a link to learn more about your choice.

**Interactive Elements:**

* **HTML:** Create a page that will show you the results of the simulation, a “learn more” link and a “play again” button
* **CSS:** On hover cursor changes to a pointer finger for the link and for the button, the colour gets darker
* **JavaScript:** On click, the link will take you to learn more about your choice while the “Play Again” button will give you a pop up to confirm you want to restart the simulation

# Other Interactive Features

## More Information

As you begin the simulation there are tabs you can open for more information on the selected topic.

**Interactive Elements:**

* **HTML:** Creates mini “pages/windows” that contain additional information
* **CSS:** On hover the cursor will change, and tab will get darker
* **JavaScript:** On click the hidden window will open and reveal all the information

## Side Bar Menu

## Menu

Hidden Menu on the side that reveals other page options, Home, Simulation, About and Contact.

**Interactive Elements:**

* **HTML:** Creates menu and hides the other options
* **CSS:** On hover the cursor will change, and tab will get change colours
* **JavaScript:** When clicked you will be taken to the specified page and the menu will hide again

## Simulation

Within the simulation a “go back” button is presented in case you would like to change your choice.

**Interactive Elements:**

* **HTML:** Creates a pressable button
* **CSS:** On hover the cursor will change
* **JavaScript:** When clicked you will be taken to back a page

# Formatting

Formatting was done with the aid of Prettier code formatting extension in order to format the code to a more “professional” degree.

# Updated Flow Diagram

A white square with black text

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# Link to webpage

# References

Images:

<https://www.freepik.com> [Online]