

# Roku Flashback Streaming App

## Part 1 - Prototyping and Scaffolding

### Assignment Description:

This project will span both semesters of the Authoring class. You will design and prototype the functionality in the fall semester and build the app in the final Winter semester.

Part 1 will focus on the initial design and prototyping, as well as scaffolding and project setup. PLEASE NOTE - you are **not required** to build a finished project for Part 1. This is about brainstorming, planning, research and development. Think about UX /UI; plan out and develop a roadmap document. Think about weekly deliverables for both team members (or bi-weekly - keep a regular schedule though). Consider your development stack, and component-based architecture - what widgets will you need? How will they connect? What types of controls will trigger functionality?

### Requirements Per Role

#### Designer

Design the look and feel of a mobile-first web application based on the supplied brief (Roku Flashback). Creatively this project is wide open - push yourself to explore the latest trends in mobile-first design. Consider the end user; focus on engaging UX and UI.

Refer to the design documentation (provided) and begin your layout(s) accordingly. At this point they can contain a lot of For Position Only (FPO) artwork, screen shots, sketches etc. - you DO NOT need to have the final finished artwork developed at this point. However at the end of the fall term you should be at the point where you can convert your sketches / artwork into a finished prototype fairly quickly.

Using the program of your choice, assemble your ideas into page layouts and submit .jpg or .pdf files for each design deliverable (refer to the Roku design document).

#### Developer

Create the proper project structure including a Github repo / readme. Think about the new project workflow we're exploring in class and adhere to it as closely as you can.

Create a Dev Notes document on Drive (or somewhere similar) and plan out your project development path. Think of this like a Wiki / roadmap - express your ideas on paper first (digital or otherwise) so that you have something to refer to if you lose your way.

Refer to the design mockups to determine the Vue components and additional functionality you'll need to create. Please note these **DO NOT** need to be fully formed components - shells / empty files are fine. Think about the architecture first, and flesh them out later.

All data will be loaded via AJAX on initial load and as required during the app's runtime; create some basic experimental functions required to accomplish this. As an example, mock up some AJAX requests using dummy data and the XMLHttpRequest object or the Fetch API.

Implement your functionality on individual branches (ex. login should be on its own branch, social media should be on its own branch, etc) Think (and develop) in sprints - one piece at a time.

## Submission

Homework must be submitted by midnight on the Saturday of **Week 13**. Include the following:

Github repo: master branch with any other dev branches you feel you need

Name the dev branches appropriately per feature IE des.tvr.icons, des.tvr.player, dev.tvr.login, dev.tvr.commenting

Your repo should contain the following:

- Well-written Readme file
- Design document (link to Google Drive doc)
- Initial design files / layouts (.pdf or .jpg)
- Dev notes (link to Google Drive doc)

Submit the repo link via FOL dropbox

Please follow correct folder and file structure as outlined in class

## Additional Information:

Missed tests/exams will not be rescheduled without some valid evidence of some important event over which the student has no control (e.g., Court appearance, death in the family).

Missed tests or exams, therefore, can receive a zero. The students are advised to notify the professor prior to missing the test.

Students are expected to hand in all assignments to the course instructor on the due date, and all assignments must be submitted in the format specified by the instructor (e.g., on FOL, in printed form, on a specific lab computer, etc.); assignments will not be accepted in any format other than that specified.

Late assignments will not be accepted, nor will make up test or assignments be permitted, without some valid evidence of some important event over which the student has no control (e.g., documented illness, death in the family). Missed tests or assignments, therefore, will receive a mark of zero. Late assignments and make-up tests will only be permitted following the submission of adequate documentation acceptable to the instructor (e.g., a doctor's note). Students are advised to notify the instructor prior to missing an assignment due date or a scheduled test.

Immediately upon return from an illness/absence in which a test or assignment has been missed, the student is responsible for contacting the course instructor to discuss the problem. The instructor will make arrangements for any student deemed eligible. The alternative test/assignment will be of equal value to the one missed with no grade penalty. The timeline and due dates will be determined by the course instructor.

At mid-term, any unsatisfactory results will be reported to the student.

This course may be revised by the professor with suitable notification to the students. Students are responsible for making arrangements to pick up missed handouts, assignments and course announcements from classmates.

Plagiarism (e.g., failure to acknowledge sources used, submitting another student's work under your name, or producing work for another student to submit) is a serious academic offense that shall result in appropriate penalties, to be determined at the discretion of the course professor in consultation with the chairperson of the Communication Arts division. The penalties shall range from failure of an assignment to possible failure of the course. Students shall not make the assumption that any provision will be made by the professor to permit the student to rewrite or redo failed assignments.