



Conference Event Website - Specification

Project Client: *Frontend Academy - Albania*


Project Folder:  starter files

Project Mentor: *Sara Makishti*

Description

You are tasked with the design and the development of the website for an upcoming tech conference. Your client has provided you with the resources and the schema on how the website should look like and the pages that it must have. As a front-end developer, you must develop a responsive website for this upcoming conference that provides all necessary information to attendees, including schedules, speaker bios, registration details and contact information.

Resources:

1. Icons by FontAwesome: <https://fontawesome.com/>
2. Google Maps Embedded Location for the Conference: Pallati i Kongreseve, Tirane
3. Video Link: <https://www.youtube.com/watch?v=k4xBNPMRD6M>
4. Design of the website and pages content:  *starter files*

Level 1: Beginner

- You are able to write the full HTML code structure for the pages of the website
- You are able to write CSS styling for the pages of the website

Level 2: Intermediate

- You are able to write the full HTML code structure for the pages of the website
- You are able to write CSS styling for the pages of the website
- You are able to integrate SASS for cleaning up CSS styling and make the website responsive
- You are able to use Bootstrap library and components for styling to some extent
- You are able to accomplish at least 70% of the project requirements

Level 3: Advanced

- You are able to write the full HTML code structure for the pages of the website
- You are able to write CSS styling for the pages of the website
- You are able to integrate SASS for cleaning up CSS styling and make the website responsive
- You are able to fully use Bootstrap library and components for styling
- You are able to accomplish 100% of the project requirements
- You are able to host the source code in a repository and use GIT for version control as part of the development process
- You are able to solve the bonus tasks of the project

**Project Goals & Objectives:**

The purpose of this project is to develop a responsive website for an upcoming tech conference that provides all necessary information to attendees and fulfills all the listed technical requirements.

Objectives:

- Develop a professional and responsive website according to the design
- Utilize all the frontend technologies learned so far
- Take ownership for the project and demonstrate your time and project management skills to deliver the project based on the deadlines

Project Step-by-Step Procedural Information:**1. Technologies To Use:**

- a. HTML:** For structuring the website content.
- b. CSS/SASS:** For styling the content. Use SASS to write cleaner, more maintainable CSS code.
- c. Bootstrap:** For responsive design elements and components.
- d. Git:** For Version Control. Make sure to use branching for developing features and to write meaningful commit messages.

2. Pages and Features:

- a. Home Page
 - Brief description of the conference.
 - Date and location highlights.
 - A navigation bar that links to the other sections of the website.
 - A call-to-action (CTA) button for registration.
- b. About Page
 - Detailed information about the conference purpose, history and organizers.
 - Images or a gallery from past events.
- c. Schedule Page
 - Detailed agenda of the event, including dates, times, and locations for different sessions.
 - Include speaker names and session topics.
 - Implement tabs or accordion dropdowns for different days of the event.
- d. Speakers Page
 - Profiles of speakers, including photos, biographies and links to their social media profiles.
 - Organize speakers alphabetically or by session.
- e. Registration Page
 - An online form for attendees to register.



- Include fields for name, email, phone number, and any additional information relevant to the event.
 - Note: Form submission functionality is beyond the project's scope. Focus on the form design and front-end validation only. You may however get bonus points if you do form validation with JavaScript.
- f. Contact Page
- Provide contact information, including email, phone number and physical address.
 - Include an embedded Google Maps for the location.
 - Add a contact form for inquiries (similar to the registration page).
- 3. Responsive Design:**
- a. The website must be responsive and provide a seamless experience on desktops, tablets and smartphones.
 - b. Utilize Bootstrap's grid system and responsive utilities to achieve this.
- 4. Styling and Theme:**
- a. Use SASS variables for colors, font styles and other reusable elements to ensure a consistent look and feel.
 - b. The design should be professional, clean and align with the event's theme.
- 5. Navigation:**
- a. Implement a fixed top navigation bar that remains accessible to users as they scroll.
 - b. Ensure the navigation is responsive and turns into a hamburger menu on smaller screens.
- 6. Footer:**
- a. Include a footer with copyright information, links to social media profiles and quick links to important pages.
- 7. Accessibility and SEO practices:**
- a. Ensure that the website is accessible, including proper use of heading, alt text for images and semantics HTML tags.
 - b. Ensure proper use of `

`, `` etc. tags for heading.
- 8. Version Control:**
- a. Initialize a Git repository for the project in GitLab or GitHub.
 - b. Set up `main` branch as your default branch where the final code will be merged.
 - c. Set up different branches for different stages of development.
 - d. Regularly commit changes with descriptive commit messages.

Project Deliverables

- a. **All source code** (HTML, CSS/SASS, any other assets) in a Git repository.
 - b. **A README.md file** with your full name and a short summary of what was accomplished from the requirements.
- Is the project presented in front of a client: NO

**Evaluation Criteria**

Feature to be Completed	Points Awarded
Home Page	15 points
About Page	10 points
Schedule Page	15 points
Speakers Page	10 points
Registration Page	10 points
Contact Page	10 points
Footer + Navigation Bar	10 points
Responsive Website	10 points
Git Repository	10 points
<i>BONUS: Form Validation with JS</i>	15 points
<i>BONUS: Countdown indicator</i>	15 points



Deadline

4 weeks after its presentation, at 23:59 (end of the day).

Assessment Rules

- ❖ Fair Assessment: ethical considerations
 - Assessors should ensure that the assessments are conducted in a fair and ethical manner, respecting the principles of academic integrity and honesty.
- ❖ Reliability and Validity: enabling consistency
 - Assessments should be consistent and reliable, meaning that they yield consistent results when applied repeatedly to the same task or performance.
 - Assessments must accurately gauge the knowledge, skills, or abilities they are intended to evaluate, ensuring their validity as indicators.
- ❖ Feedback: as a method for continuous improvement
 - Assessors should offer constructive feedback that identifies strengths and areas for improvement. The Feedback should be specific and actionable, it should include thought provoking guides and should challenge the student to become better at a specific task.
- ❖ Late Submission Policy: assessing assignments after their deadline
 - Students should be allowed a grace period of 3 days (72 hours) to make a late submission on any assignment, with the notice that they will be deducted 20% from the total possible points.
- ❖ Plagiarism Policy: assessing assignments with matching solutions
 - In the event of suspected plagiarism, the assessor is required to promptly collaborate with the Student Experience Coordinator/Team as the initial step. Together, they will draft a notice to remind students of the strict prohibition against plagiarism, with potential repercussions for recurrent violations. The following actions will be considered in cases of repeated plagiarism:
 - If a submitted solution exhibits substantial similarity, exceeding 60%, with another student's work (individually or within a group), the respective challenge/project will incur a 50% reduction from the maximum points attainable.
 - In cases where a solution is identified as more than 90% identical to another student's work (individually or within a group), the project/challenge in question will receive a score of 0 points.
 - The use of generative AI is encouraged as a learning tool in our educational programs; however, students must engage with the material and contribute with original thought. Reliance on AI for complete content generation is strictly prohibited and will result in point deductions, official warning, or other academic penalties.
 - Upon completion of the assessment process for each challenge/project, the assessor is tasked with selecting the most complete, optimal, and creative solution and to showcase it by publishing it on the platform together with the assessment results.
- ❖ Timeliness: timeframe for delivering results and feedback to students
 - Feedback on projects should be provided within 14 days after the deadline has passed.