

INFO/CS 2300 Final Project

The final project is designed to give you a chance to use what you have learned from the class and apply it to a real-world setting of building a user-centered website. In this project, you will be working in a group consisting of 3 or 4 people. Your group will find a client, then design and build an innovative and interactive website for them. There are more details on finding clients later in this project description.

The website you design should demonstrate your understanding of course material, and should have a reasonable scale that shows the work of 3 or 4 people. Since the scale of the project is much larger than your previous projects, the project is broken down into five phases to facilitate the completion of all your tasks.

The five phases and their deadlines are sketched out below.

- Phase 1: Client selection, initial design journey, work distribution. Due April 14 at 5:00pm.
- Phase 2: Design plan: database design, website layout, code layout. Due April 21 at 5:00pm.
- Phase 3: Draft implementation. Initial navigation, database schema, code flow. Due April 28 at 5:00pm.
- Phase 4: Final presentation, about 3 minutes, either May 4 or May 6 in lecture.
- Phase 5: Final implementation. Fully functional site, final design rationale. Due May 12 at 5:00pm.

Each phase is described in more detail in its own document.

We will grade each phase of the project independently, though the majority of the project grade will be reserved for the finished product created in the last phase. The grading criteria for each phase is listed with its description. Additionally, at the end of the project you will be describing in detail your particular contribution to the project and evaluating all of your group members to ensure that everyone in the group did their fair share of the work. Your grade for the project will be based not only on the overall grade given to the project, but also on how your other group members viewed your contributions. These will be submitted separately from other project materials and accessible only by Professor Mohlke and head TAs, Xiyang and Nitesh. Your individual grade may be higher or lower than the overall project grade depending on the feedback of your group.

Please note that while we want you to create a successful project for your client, the main grading criterion for the project is to show that you have learned the course material and can use it developing a site. It is worth keeping this in mind as you choose a client since you may need to find an appropriate balance.

A Note on Javascript, Libraries, and Frameworks:

There is a general question about how much Javascript you can use for the project. For this final project, you can use Javascript, but remember to display a message that *Javascript is required for this site* to let the users know (avoid the situation that Javascript is turned off and nothing works).

Another general question is about how many Javascript libraries you can use for the final project. You can use Javascript to accomplish specific tasks like image sliders, editor.js for editing text areas, jQuery, and jQuery Cookie for managing cookies, but not entire frameworks such as bootstrap. If you use a library, you need to explain what you had to do to incorporate it, and how much of your own code is used to satisfy the project requirements. Details will be provided later.

Phase 1: Design Journey Part 1 (Due April 14 at 5:00pm)

Introduction

This is the first piece of your final project. In this phase, you are expected to find a client, discuss the requirements and expectations for the website, plan your site design, and distribute the work equally among your group members.

In this project, we introduce a new concept called a **design journey**. It is a four-part document that outlines all the design and programming decisions your group will need to discuss. It is important to keep record of all these activities when you are designing a website for a client. For instance, you can use these documents in your portfolio to show new clients how well you worked with clients in the past. We have created a design journey skeleton document for you. Instead of writing a design rationale, we ask you to fill out the design journey step by step.

The **Design Journey Part 1** outlines basic information about your client and the client's requirements, and sketches out how you intend to meet them. Solid work done here will alleviate many difficulties later on. It will also make sure that your group and your client agree on what you are expected to do.

Required Elements

In this milestone, you need to fill out the first part of the design journey - **Design Journey Part 1**. It is comprised of three parts: Client Selection, Project Requirements, and Work Distribution.

1. Client Selection

What is a client?

A client is someone who will give you the specifications for your project. While it is important to make a website that meets the client's needs, your first priority is to build a website with at least the following:

1. A database that allows users to perform some practical queries (like viewing all photos in an album)
2. An adequate amount of user interaction demonstrating your skills with PHP as well as your creativity
3. Web pages that are rich in content
4. A login system that allows certain users to access extra content and functionality

You might find that a client is interested in having you redesign a pre-existing site. You are allowed to do this for your final project, but you will still need to demonstrate the same amount of work as if you were creating a site from scratch. Specifically, if you are redesigning a pre-existing site you will need to include the following:

1. The URL of the original site
2. Screenshots of all major pages that you plan to change

It would not be wise to select a client that only requires a few pages of content. If your prospective client does not have a broad vision for their website, your group can inform them of the wide range of things you've learned how to do in this class. In doing so, your client's list of requirements should grow, enabling you to put together a more advanced project. You might need to be creative in how you satisfy both our requirements and the needs of your client.

Sometimes a client's needs are far too advanced to be completed in one month. Make sure that your client understands that the website you make must be of an appropriate level of complexity for your project.

How do I find a client?

An assortment of possible clients from the Ithaca community will be posted on Piazza. The pinned post, **Final Project Client Selection Instructions**, will explain how you can go about selecting a client.

If you are unable to select a client from the list we provide, you may have to do some searching on your own. Possible clients could be an Ithaca nonprofit organization, a local business, a Cornell department project, etc.

Your client should not be a member of your final project group. It is okay for a member of your group to be part of the client's organization, but the client giving you the specifications must be someone outside of your group.

It is important to note that most Cornell Student Organizations no longer fit the criteria for this project as they are hosted on OrgSync, which does not support PHP.

If you have a unique client or situation that is not adequately addressed by the above guidelines, please ask a member of the course staff to be sure that your client is suitable.

Where will the site be hosted?

Although you can work off of the course server during the development stages of your project, you need to make sure your client understands that if they plan to use your site after the semester ends, they will need to find and use another hosting service that supports PHP and MySQL.

What should be discussed with the client?

Once you have selected your client, your group needs to schedule meetings with them to understand their requirements and expectations for the site. In the meetings, your group should gather the following information:

- Who is the target audience of the site?
- What is the purpose of the site?
- What is the primary content?
- What are the interactive elements that the client wants implemented?
- What is your client's need? Will the client need to be able to directly modify the website content without reading through your code? How will you accommodate this?
- What is the hosting plan? Let the client know that the course server will not be available after the semester ends, so if they want to continue to use the website, they have to pay for their own hosting service.
- How much complexity does the client want? Let the client know that the project must be feasible in one month's time.

You will use this information to fill out the Client Selection part of your **Design Journey Part 1** document, and to guide your design for the final project. It may be beneficial to bring a printed copy of the document to your meeting so you can fill in as many of the details as possible. In particular, you will need:

- A description of your client
- Your client's requirements and expectations for the site (answering the questions above)
- A prioritized list of your design options that describes which expectations are most critical to meeting both our requirements and the client's needs, and which expectations might need to be compromised for the sake of completing the project on time

- Your client's plans for hosting the site once the semester ends

2. Project Requirements

After getting all the requirements and expectations from your client, you should transition into the design phase of your project. To complete the second part of your **Design Journey Part 1** document, you should break down the requirements into smaller tasks and work out the details for each. After careful thought about various design options, your group should hand in a description of what the website should be like when it is finally delivered, including:

- **Content:** What is the content of the website? What are the goals of the website?
- **Design:** What design elements should be utilized?
- **Interactivity:** What types of interactivity will your site support?
 - At the very least, you need to implement a login system (for site admins, user comments, etc.)
- **Database:** How will you use a database to improve the functionality of the website? Describe a possible database schema that will meet your client's needs
- **Scale:** How large will the site be (approximate number of pages) and how many hours of work will it require to finish the site?
- **Client's Edits:** Does the client need the ability of editing the site after the course ends? How does your site accommodate your client's need?
- **Use of Existing Libraries** (e.g., editor.js, jQuery Cookie, image sliders, jQuery): Do you plan on using any JavaScript libraries for your site? If so, which ones and what for? What do you have to do to incorporate those libraries? How much of your own code will satisfy the project requirements?

Keep in mind that the most successful rationales will:

- Describe every design decision effectively and thoroughly, such that the reader can visualize the website without opening it in a browser
- Make coherent arguments for major design decisions based on the goals of the site
- Take themselves seriously, and are vigorous in their opinions and analysis

3. Work Distribution

When all the requirements are identified, your group should divide up the work among the group members. We also suggest that your group think about version control (e.g., Git, GitHub) to manage the final project. Your submission should include a short description with the following information:

- **Team members:** For each team member, describe their strengths and weaknesses. For example, A is good at PHP programming, but writes messy code. B has a good design sense, but has difficulty communicating with others.
- **Work distribution:** For each team member, describe their assigned duties and work expectations

Each group member is expected to put in her/his fair share of effort. Each member will assess the levels of effort contributed by each individual in the group, and will also write up a description of his/her own contributions to the project. Your individual grade will be scaled from the initial project grade based on the assessments done on you by you and your group members.

Submission

Fill out the **Design Journey Part 1** document. It should be submitted as a PDF to **both CMS and the server**.

CMS provides a way for you to [define your group](#), and your group cannot submit anything through CMS until the group has been created. Only one person in the group needs to submit the file, and it will automatically be submitted for the whole group.

Grading (100 points total, 6% of the final project grade)

Client Description (25 points total)

Are all questions in the Design Journey Part 1 document answered appropriately?

- Client Description
- Target Audience
- Purpose and Content
- Needs and Wants

Project Requirements (55 points total)

Design (25 points)

- (5 points) Does the content of the website match the goals for its target audience?
- (5 points) Are all design elements identified? What are the design elements?
- (10 points) Does it explain why certain design choices are made?
- (5 points) How does your site fit all of your client's stated needs? If you chose not to accommodate a need, why did you make that decision?

Interactivity (15 points)

- (10 points) Is the proposed interactivity creative? Do interactions add something more interesting to the site or make the site more functional?
- (5 points) Plans and explanations of use of existing libraries?

Database (10 points)

- (5 points) Is the design of the database necessary to the site?
- (5 points) How will the use of a database improve the functionality of the site?

Scale (5 points): Is the identified scale of the website well-suited to the scope of the project?

Work Distribution (20 points)

- (10 points) Is the distribution of work well thought out? Does it include thoughts about how each person's work will interface with that of the others? Does it assess whether or not the goals of the project are met with this work distribution?
- (5 points) Is the work required for each person reasonably equal?
- (5 points) Is each person's work well-suited to each team member's strength?

Phase 2: Design Journey Part 2 (Due April 21 at 5:00pm)

Introduction

For Phase 2, you will develop a specification for your project based on the information you gathered in Phase 1. This specification will make it easier for you to implement your project later on. In particular, you will outline the three main components of your project: **Database Design**, **Website Layout**, and **Interactive Functionality**.

Required Elements

1. Database Design

Using the database description you wrote in your **Design Journey Part 1**, create an E-R diagram for your database design. Recall the E-R diagram entities and relationships from Lectures 17 and 18. Read over your design journey before you begin, and list the information required to make your website functional. Use this list to decide which entities you need and what kinds of relationships should exist between them. Then create a conceptual E-R diagram to describe the database you designed. Make sure the relationships between each entity are clear and well thought-out.

In addition, write one or two paragraphs to describe what the database does. Make sure that you include enough detail so that we are able to understand what is going on in your conceptual E-R diagram. In particular, please describe the meaning of the different arrows (that is, describe the type of relationship each arrow represents-- see slide 13 of Lecture 17). Your E-R diagram and accompanying description should be added to the Database Design section of your **Design Journey Part 2** document.

2. Website Layout

In the Website Layout section of your **Design Journey Part 2** document, organize the client's desired content into categories and subcategories. This is similar to how your pages will be organized in navigational structures such as menubars and sidebars.

Start by looking at the information you gathered in Phase 1, then figure out the most efficient way to present the information to your users. Fill in the navigation table with information about each of your categories. For each category, tell us the name of the category (column 1), a description of what kind of information a user can expect to find in it (column 1), and any sub-categories that belong to it (column 2). Justify why you assigned certain types of content to different categories (column 3).

Next, map each category to individual pages that you plan to have on your website. In the section underneath your categories table, explain how users will move between pages. What kind of navigational aids will you have? Will there be a menu bar? A drop-down menu? Tabs? Will you have this available across all your pages?

Finally, describe how the content in each of your categories will be broken into different pages. You will need to justify why you chose a particular navigation scheme over other possible choices. Then write 2-3 paragraphs explaining how the overall navigation of your site will work, and how the various pages will be linked. You may find it helpful to draw a diagram of your site map, that shows the different categories, pages, and content connected by arrows that represent page links.

3. Interactive Functionality

Using your description of interactive features in your Design Journey Part 1, come up with a list of specific pieces of code that you plan to write in order to implement those features. For each piece of interaction that you plan to implement, describe what the interaction is, how you will implement it, and which pieces of code are required to complete it.

Create two separate lists for the Interactive Functionality section of your **Design Journey Part 2**; one for PHP interactions and another for JavaScript interactions. If a PHP interaction and a Javascript interaction overlap, describe the code in both lists.

Submission Instructions

Fill out the **Design Journey Part 2** document and submit it as a **pdf** file to **both CMS and the server**. Each group only needs to submit one file.

Grading (100 points total, takes up 6% of the final project grade)

Initial Database Design (30 points total)

Conceptual ER Diagram (12 points)

- (6 points) Are the entities identified and do they have appropriate fields?
- (6 points) Are there appropriate relationships?

Database Description (18 points)

- (6 points) Is there a description of what the database will do?
- (6 points) Is it well described?
- (6 points) Does it match the conceptual ER diagram?

Website Layout (40 points total)

Content Organization (5 points per item)

- Is the content of the site clearly divided into categories?
- Do the categories make sense from a user's perspective?
- Is the choice of categories justified?
- Is the content of each category clearly described?
- Is the page structure of each category clearly described?

Navigational Structure

- (7 points) Is the navigational structure of the site clearly described?
- (8 points) Is there a justification for the choice of navigational structure?

Interactive Functionality (30 points)

PHP Interactivity (10 points)

- (5 points) Is the functionality of each piece of code clearly explained?
- (5 points) Is the breakdown of PHP code reasonable and well-designed?

Javascript Interactivity (10 points)

- (5 points) Is the functionality of each piece of code clearly explained?
- (5 points) Is the breakdown of Javascript code reasonable and well-designed?

Overall Interactivity (10 points)

- (10 points) Do the listed PHP & Javascript code pieces cover all of the needed interactivity of the site?