HTML5 Carousel Assignment 2019

Saffron Interactive

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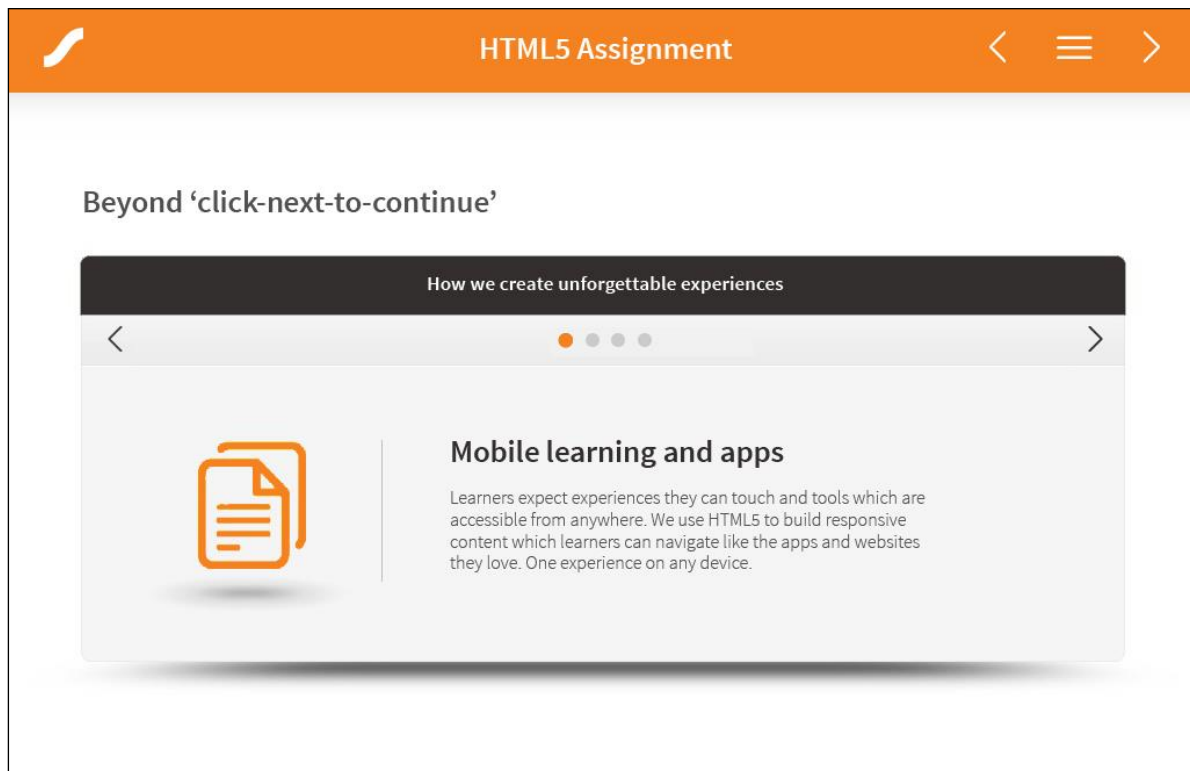
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HTML5 Assignment

The task is to create the page from the mock-up below. The page consists of the following items:

- Logo and course title
- Course navigation
- Page title
- Carousel widget

This is a three-part exercise which involves creating the structure and populating the page with content, styling the page to match the mock-up provided, and adding the functionality to the UI elements.

1. Content

The titles from the mock-up should be used as they appear. The content for the carousel should be as follows:

Title	Content
Mobile learning and apps	Learners expect experiences they can touch and tools which are accessible from anywhere. We use HTML5 to build responsive content which learners can navigate like the apps and websites they love. One experience on any device.
Animations and video	An eye-popping animation is a great way to open a course. It's also a standalone asset to help you promote it. You can have a message from your CEO to open the training, video testimonials from some of your employees, interviews with your subject matter experts or dramatised scenarios using actors. You can film in a studio, on location or in virtual worlds (using green or blue screen).
Interaction and scenarios	What makes great classroom training great? Often it's the instructor involving the audience, encouraging interaction – and making eye contact. We believe online training is no different. Our elearning solutions are fully interactive, using activities, quizzes and highly developed scenarios.
Gamification	Game mechanics in learning motivate achievement by satisfying psychological needs. We build in performance indicators that measure how well learners doing as they answer questions, complete tasks or make decisions. This flags up weaker areas early on and spurs them on when they're on a roll.

2. Appearance

Plain CSS or your choice of CSS preprocessor may be used to style the page.

You should use the Font Awesome icon font for all of the icons on the page. You may pick a suitable icon for each item in the carousel. In addition, a link to the Saffron Interactive logo has been provided:

- **Font Awesome**
  http://fontawesome.io/icons/ (There is no need to purchase the Pro version of the font)
- **Saffron Interactive logo**
  http://clients.saffroninteractive.com/saffron/html5_assignment/s_logo_white.png

3. Functionality

The carousel forward and back buttons should update the active item in carousel along with the current item indicator (circles/dots) when clicked.

You should also be able to swipe or drag the current item to step forward or backward through the carousel items.

The navigation menu buttons at the top should appear as real buttons but don't need to have any actual functionality tied to them for the purpose of this exercise.

4. Technology

The Carousel should be built with standard ES6 JavaScript, but you may use jQuery for DOM manipulation or animation. You can also use animation libraries such as Greensock if needed.

5. What we're looking for

- **Coding standards**
  The assignment demonstrates best practice for OOP programming principles, consistent naming conventions and separation of concern for CSS and JavaScript.
- **Code re-usability through ES6 classes**
  The carousel can be easily replicated on another page with any number of items.
- **Animation**
  Use of CSS or JS animation where possible to enhance the user experience.
- **Responsive design**
  The page should appear correctly on mobile devices.
- **Cross-browser compatibly**
  It will be tested on Microsoft Edge and Google Chrome.

6. What we're __not__ looking for

You should **not** use any pre-built carousel libraries such as http://kenwheeler.github.io/slick/ or https://owlcarousel2.github.io/OwlCarousel2/ or submit code copied from online tutorials like https://www.w3schools.com/howto/howto_js_slideshow.asp

7. Questions?

Please feel free to contact us if you have any queries and good luck!

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