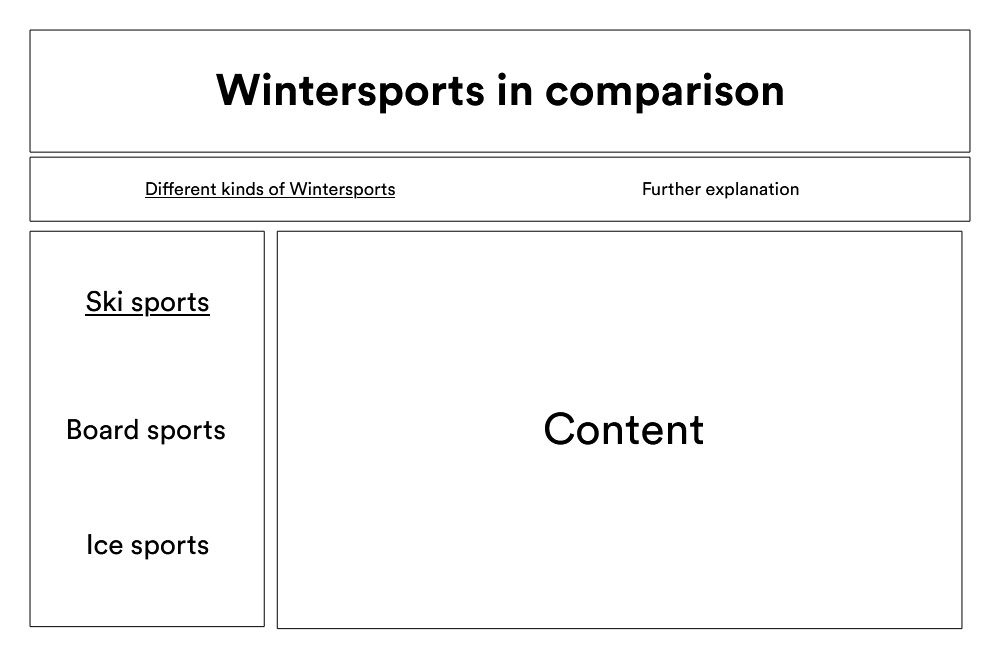
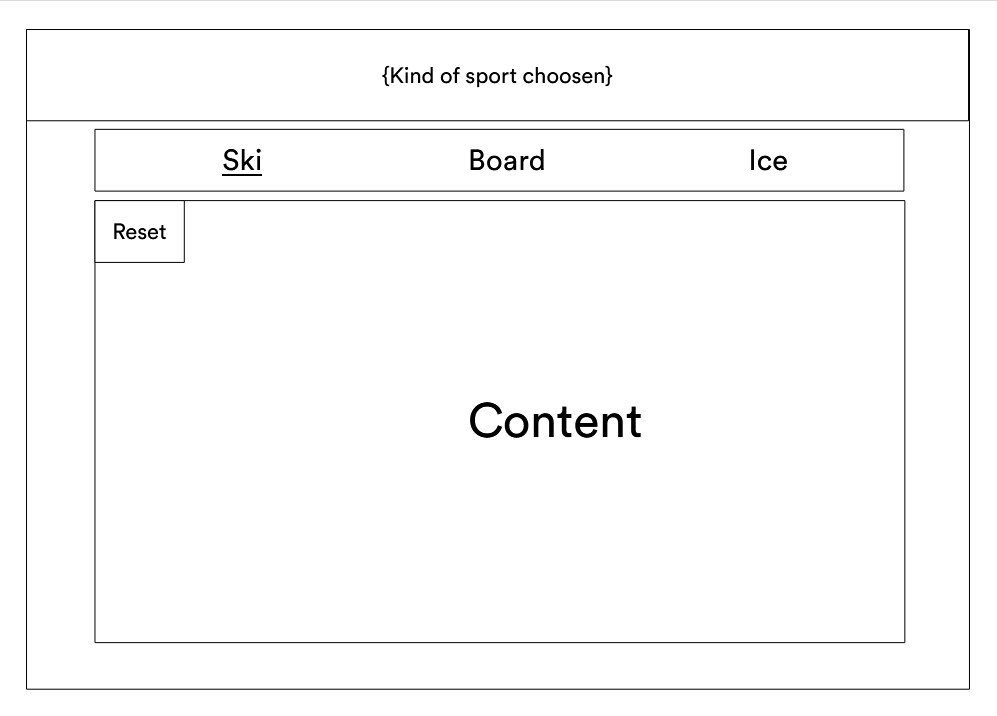
ProjectDescription:

# Wireframe for static:



# Wireframe for webapplication:



## Usage of webapplication:

In the web application part the user will be able to get their information in other ways than reading it. This could be minigames or a video player depending on the assessment of the developers.

# Introduction:

Due to the high amount of different competitions in the parts of wintersport, we thought that, we need to give the user a better way to get his information and use it by exploring the deeper parts of different sports.

With this project we want to improve our abilities in HTML CSS and JavaScript and of course finding out, how to manage such a project, how to work better in a team and of course work almost completely by ourselves despite the help we get.

We must work on our organization, our teamwork and of course our skills when it comes to developing in said languages.

# Issues and restrictions

Since we need no money to start our project there is no budget needed to develop our website. Still, we need to find a way to make the website available and trying to save money.

Whether it is because the users already know enough about the topic or they are at all, just not interested, we have to be ready and able to change everything to their needs.

# Plan:

## Timeline:

|  |  |
| --- | --- |
| 22.01.2021  Find a good template and edit it to our needs  (Machowetz&Gergar) | In time: true  Delayed: false  Not done: false |
| 04.02.2021  Find all needed information  (Gergar) | In time: false  Delayed: false  Not done: true |
| 07.02.2021  Implement all given information(slight chances to HTML, JavaScript and CSS)  (Machowetz) | In time: false  Delayed: false  Not done: true |
| 20.02.2021  Work on Webapplication  (Machowetz&Gergar) | In time: false  Delayed: false  Not done: true |

## Ideas about different parts:

### Static part:

* “Use wireframe” to make an attractive way for the user to educate himself.
* Only a little information for every kind of competition, explaining of the tools themselves.

### Web application:

* In the web application part the user should be able to get their information by actually seeing it.
* Depending of the situation the Team will decide which way we will be use depending on what is more interesting for the user. (Ways like Videos, Minigames and pictures)