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| --- | --- |
| **Project Case** |  |
| COMP6800001  Human and Computer Interaction |
| **Computer Science** | **E222-COMP6800001-AD07-00** |
| ***Valid on*** *Even Semester Year 2021/2022* | **Revision 00** |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + - Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from another groups*

* + - Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + - Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + - Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + - Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + - Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Bila Anda tidak membaca peraturan ini, maka Anda dianggap telah membaca dan menyetujuinya

*If you have missed to read these regulations, so you are considered to have read and agreed on it*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

|  |
| --- |
| **Proyek**  *Project* |
| 100% |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Visual Studio Code  Figma  Chrome / Firefox / Microsoft Edge |

## Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri, proyek dan uap untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in assignment, project, and final exam collection for this subject are described as follows:*

|  |
| --- |
| **Proyek**  *Project* |
| FIG, HTML, CSS, JS, Image Files (JPG/PNG), |

## Soal

*Case*

**ADEX Legends**

**ADEX Legends** is a shooting game where the winner is the last person standing. In **ADEX Legends**, users can play with friends, form teams, buy legends, view maps, and more. Because **ADEX** **Legends** has been around for a long time, **ADEX Legends** plans to create a good website to make users more comfortable with their game. First, **ADEX Legends** must create a **website** **prototype** and **company website** that represents **ADEX Legends**. With this website, **ADEX Legends** hopes to improve service to users. **ADEX Legends** trusts you as a web designer to design a **prototype website** and create a **company website**.

The requirements from **ADEX Legends** are described below:

* + - 1. **ADEX Legends** wants you to design the **website** **prototype** of all **5 pages** before making the HTML files. The **website** **prototype** will be created using **Figma**. Ensure the **website** **prototype** that you created is the exact same with the website that you will make later. Each pagewill contain **header**, **navigation**, **content,** and **footer** as its structure. Consider the **color**, **layout**, and **consistency** when designing the prototype.
      2. **ADEX Legends** wants you to build the website attractive, appealing and fully functional, and make sure the website is **responsive**. The website should be accessible using a mobile phone in a perfect way. To achieve that, use **5 kinds of CSS property** and **JavaScript**. Use **Meta** **viewport** **tag** and **media** **screen** **rule** that will be applied if the screen is **below** **800px** screen width.
      3. The website consists of five main pages. They are **Home**, **Legends**, **Maps**, **About Us**, and **Registration**. Below are the requirements for each page:
  1. **Home(prototype V)**

This page shows the **latest** **news** and **introduction video** of **ADEX Legends** for the user. This page also has a **promotion banner** that display one of the popular legends (character) in **ADEX Legends**.

* 1. **Legends**

This page shows list of legends in **ADEX Legends**. Each **legend** has its own information, such as the legend **name**, **image**, and **short** **description**.

* 1. **Maps**

This page shows list of maps in **ADEX Legends.** The maps must be **categorized** into two categories, such as **arena** and **battle** **royale**.

* 1. **About Us**

This page provides **information** about the game. Make sure the **information** provided is relevant, such as the **game’s mode**, and the **game’s overview**.

* 1. **Registration (Prototype V)**

This page provides a **registration** form for the users. User needs to submit some personal information, such as **username, full** **name, email, password,** and **address**. You are asked to create **5 kinds of form components** and **5 kinds of validation**. For validation, you must create it using **JavaScript** and **don’t use regular expression**.

**Guidelines:**

* + - * 1. Design your website by observing the principles of **human and computer interaction**. Set up your site as creative as possible but still strive for **consistency**.
        2. The **website prototype** must be designed using **Figma** and make surethese **features** are used:
* Color Style & Text Style
* Effects
* Components
* Variants & Interactive Component
* Navigation
  + - * 1. Consider the **color**, **font**, **image**, **size,** and **layout** that you use to design the prototype and website.
        2. All **pages mentioned in the requirement** should be created **based on your template design**.
        3. Use only **external** **CSS**. **Internal** or **inline** **CSS** will not be **marked**.
        4. Use **CSS box positioning concept** to design your web structure**, do not use table for the layout.**
        5. Consider the language you use, including spelling and grammar, feel free to choose either **Bahasa** or **English**, but you cannot have both at the same time.
        6. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets,** and **mobile devices**.
        7. Organize your files with subdirectories.
        8. Include references (link from a website, book) that you use in creating the website.

**Must be collected:**

1. Website prototype (\*.fig).
2. Website (\*.html, \*.css, \*.js).
3. Assets (\*.png / \*.jpg / \*.jpeg).

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya
2. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya
3. Include the other files that can support your project, such as:
   * All files in your project
   * Other files (image, audio, video, etc.) used in your project
   * \*.DOC file (documentation of your project) that contains the reference links of additional files (image, audio, video, etc.) used in your project
4. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score