School of Computing, Creative Technologies and Engineering

Assessment Brief

## MAIN COURSEWORK.

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| **Module name and CRN** | | | Internet Systems Development 18586 | | | |
| **Module Leader** | | | Paul Doney | | | |
| **Semester** | A | **Level** | | 5 | **Approx No of Students** | 100 |

**ASSIGNMENT TITLE: Web Site**

**ASSIGNMENT WEIGHTING: 60% of Module Marks**

**HAND-OUT DATE: Week1**

**SUGGESTED STUDENT EFFORT: 50 hours**

**SUBMISSION DATE: 10/05/16 11pm**

**SUBMISSION INSTRUCTIONS: VLE Upload and Demonstration**

**FEEDBACK MECHANISM: Typed feedback via the VLE**

**LEARNING OUTCOMES ADDRESSED BY THIS ASSIGNMENT:**

1. Develop secure, data-oriented, web application systems.
2. Identify and apply appropriate algorithms and data structures within a web scripting language.
3. Use appropriate tools & techniques to develop and debug web based systems

**NOTES:**

**The usual University penalties apply for late submission.**

**This is an individual assessment. Submission of an assessment indicates that you, as a student, have completed the assessment yourself and the work of others has been fully acknowledged and referenced.**

**By submitting this assessed work, you are declaring that you are fit to submit, and you will therefore not normally be eligible to submit a request for mitigation for this work.**

**If your result for this assessment is recorded as Non-Submission or your mark for this assessment and for the whole module is below 40%, you will have opportunity to take reassessment with a submission date of July 2016 (see Reassessment information below). If you are granted deferral through the mitigation process, you may complete the reassessment with a full range of marks available.**

**For further information, please refer to your Course Handbook or University Assessment Regulations.**

**DETAILS OF THE ASSESSMENT**

**Overview** – You will develop a website utilising the techniques you have learnt during the delivery of the module and previous modules. Plus techniques you have learnt through your own research and experimentation.

**Website** - Having a web presence is something virtually every company or organisation aspires to. But for some the cost is prohibitive. Which is why IT students can sometimes find their skills being called upon to build a site for their family business, their local club or society, a charity that their sister works with, the pub they are in far too often etc. etc.

During this course you will develop a similar small scale site. The actual context and content can be chosen by you. The only restriction is that the site should be for a small scale company or organisation. Share your ideas with your tutor.

From experience we know that the functionality that these organisations are looking for goes beyond a few static information pages and an essential component of your site will be to include a database driven element.

A full requirements specification is attached to this document. The requirements have been assessed using the MoSCoW approach and as such requirements are identified as Must, Should and Could. The Won’t elements have been removed from the scope of the project.

It is very strongly recommended that all content is generated by you, or you should have permission to use material. By using materials that can be externally hosted without infringing copyright you will be left with a sample of work that can be used to demonstrate your capability to a wide range of audiences. Having a portfolio of work was previously the preserve of the media and arts sectors, it is now increasingly expected by computing employers.

Submission - You will host your web site on the student webserver. You should also zip up all your files including an export of the SQL for your database and a ‘readme’ file with login details for your site. When uploading the zip file to MyBeckett you should also paste a link to your site on the student server in the submission text box. **Any sites not hosted and demonstrated on the student server will be subject to a marking penalty.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Must | Should | Could |
| 1.0 | Interface |  |  |  |
| 1.1 | Consistent look and feel | x |  |  |
| 1.2 | Fully Validated |  | x |  |
| 1.4 | Own Responsive design |  |  | x |
|  |  |  |  |  |
| 2.0 | Items |  |  |  |
| 2.1 | Display of items details and image | x |  |  |
| 2.2 | Category search of items or sort of items | x |  |  |
| 2.3 | Search/sort by multiple means |  | x |  |
| 2.5 | Admin CRUD facility |  | x |  |
| 2.4 | Dynamic sort categories |  |  | x |
| 2.5 | Management of items as a collection |  |  | x |
|  |  |  |  |  |
| 3.0 | User Management |  |  |  |
| 3.1 | User login | x |  |  |
| 3.2 | Access to protected page | x |  |  |
| 3.3 | User registration |  | x |  |
| 3.4 | Protected access to user account |  | x |  |
| 3.5 | Editable account details |  | x |  |
| 3.6 | Separate User and Admin privileges |  | x |  |
|  |  |  |  |  |
| 5.0 | Security |  |  |  |
| 5.1 | Server side validation |  | x |  |
| 5.3 | Encryption |  | x |  |
| 5.4 | Hacking countermeasures |  |  | x |
| 5.5 | Regular Expression |  |  | x |
| 5.6 | Comprehensive and efficient user feedback |  |  | x |
|  |  |  |  |  |
| 6.0 | Collection Management e.g. cart, playlist etc. |  |  |  |
| 6.1 | Session based collection management |  |  | x |
|  |  |  |  |  |
| 7.0 | Maintainable Code |  |  |  |
| 7.1 | HTML template cut into sections |  |  | x |
| 7.2 | Inclusion of effective comments |  | x |  |
| 7.3 | Clear file structure |  | x |  |
| 7.4 | Bespoke functions |  |  | x |

**MARKING CRITERIA**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Grade Criteria** | **1st +**  **85%+** | **1st**  **70+%** | **2.1**  **60-69%** | **2.2**  **50 – 59%** | **3rd**  **40 – 49%** | **Fail**  **30-40** | **Fail**  **<30** |
| **Presentation**  **(LO1,3)** | As 1st but with the addition of other interface techniques drawn from independent research. | Professional look and feel, can be fully validated. Utilises bespoke responsive template. | Effective design and consistently used template which can be largely validated. Not responsive. | Effective design, used generally consistent. An attempt to validate. Not responsive | A basic design which shows promise, not used consistently throughout.  No validation.  Not responsive. | Poor site with a limited attempt to achieve a consistent style and layout.  No validation.  Not responsive. | Poor site with a variable style and layout.  No validation.  Not responsive. |
| **Items**  **(LO 1, 2, 3)** | As 1st but with the addition of other techniques drawn from independent research. | Effective user interaction with items and admin control of items. Item selection determined by DB contents. | Multiple options for users to control display. Largely successful inclusion of admin facility. | Multiple options for users to control display. Attempt at inclusion of admin facility. | User able to control display of items through a sort or search. | Display of items, but no interactivity. | Implemented using HTML and CSS only. |
| **User**  **(LO 1, 2, 3)** | As 1st but with the addition of other techniques drawn from independent research. | Effective login and registration facility for users and admin, providing an effective user account option. | Largely successful attempt to provide a user and admin login and registration facility with an editable account. | Effective login and registration facility, with an attempt to provide an editable user account. | Basic login facility that is used to protect a page or function. | Appropriate but unsuccessful attempt to include login facility | No user management included |
| **Security**  **(LO 1, 2, 3)** | As 1st but with the addition of other techniques drawn from independent research. | Comprehensive and effective application of validation and security techniques. Including hacking counter measures. | Effective approach to validation and security for input and output. | Inclusion of a mix of functions/approaches to validating forms.  Encrypted password. | Limited but appropriate server side validation of forms | An unsuccessful attempt to include server side validation. | No validation or security |
| **Demonstration and Management**  **(LO1)** | As 1st but with the clear in-depth knowledge of the advanced techniques applied.. | Excellent use of functions, includes and comments. Knowledgeable and confident responses to questioning | Code and files organized in an efficient and effective manner. Clear evidence of understanding work presented. | Inclusion of comments and the adoption of an appropriate file structure. Able to navigate code and give answers to questions that demonstrates some clear understanding. | An attempt to structure code for maintainability. Able to navigate code and give basic answers to questions. | Little attempt to structure code for maintainability. Able to navigate code but not able to give any clear answers to questions. | No attempt to structure code for maintainability. Confused responses to questions. |

Note1: The criteria are equally weighted.

Note2: If techniques applied cannot be adequately explained the mark awarded will be reduced.

Note 3: Any work not demonstrated on the student server will be given a 10% penalty.

Note 4: A mark of 0% will be given to work that is submitted but not demonstrated.

**LATE SUBMISSION OPPORTUNITIES**

If you have an extension then you should upload you work to the VLE and the student server on the date you have been advised to hand in by. You should complete your demonstration within a week of submission, you should contact your module tutor or the module leader to arrange this.

If you do not attend the scheduled demonstration for the assessment, you will be given one further opportunity at a time which will be announced via the VLE.  A 5% penalty will be applied to your mark for late submission.  If you miss the late demonstration, your mark will be recorded as Non-Submission and you will fail the module.

**REASSESSMENT and DEFERRAL OPPORTUNITIES**

A reassessment and deferral test will be run in week beginning July 4th 2015.