



# **“A TRIBUTE TO MARIO”**

## **Project Report**

**DT228**  
**BSc Computer Science (Honors)**  
**TU856**

**Student Name**  
**D20123668**

School of Computer Science  
Technological University Dublin

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# Declaration

I hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed:



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Khushboo Subramaniam Jayan

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# 1. Problem Description

Detailed description of the website and the content on offer.

Describe the archetypical users of the site.

What problem does the site solve?

- The site I created is a tribute to Mario a character in a Mario video game franchise owned by Nintendo. I've a lot of childhood memories with Mario hence, I thought this would be the best time to create something nostalgic for myself. Moreover, most of my friends and the kids I know love Mario hence this website is for everyone who loves videogames. This website typical lets you know the origin of Mario, what games one should never miss from Mario franchise and most interesting of all, allows you to play games online instead of buying or downloading on PC allowing you to save some memory.

# 2. Research

Research other websites similar to your site.

Evaluate the site layout and site content.

You must look at 3 websites as part of your research.

- To begin with I was totally blank with regards to what should be my highlight of my project. Then I googled "HTML project ideas for beginners" then on [www.upgrad.com](http://www.upgrad.com) I read about multiple topics however, the tribute page outstands the most. I knew I wanted to create a webpage but was not sure for whom? Then after a day I can to a conclusion I'll create a page for our very favourite Mario.
- My page is inspired from the following page [www.character-stats-and-profiles.fandom.com/wiki/Mario\\_\(Canon\)/SuperNintendude](http://www.character-stats-and-profiles.fandom.com/wiki/Mario_(Canon)/SuperNintendude)
- Most of the information/content on the page is from Wikipedia. The images are from [www.google.com](http://www.google.com) the videos 1, 2, 3, 4, and 5 are embedded from YouTube from channels like Nintendo UK, Video Detective, bdrumerdrums, Playscope trailers, and Nintendo respectively.
- The content for top 5 must try games are from [www.wired.co.uk](http://www.wired.co.uk)
- The games on games page are embedded from [www.funhtml5games.com](http://www.funhtml5games.com)
- The png files are from [www.pngarts.com](http://www.pngarts.com)

# 3. Technology Selection and Site Architecture

Version of HTML/CSS to be used

Plan for site layout and responsive design.

How do we expect users to view the site (Phone/tablet/PC etc...)?

Cross Browser Compatibility strategy?

- HTML5 and CSS3 is used
- The preferred usage of website is through PC. As it allows the user to conveniently play the games. However, the responsive design allows the user to use view the website on different devices.
- The css is used in em and % creating a responsive design.

## 4. Low Fidelity Prototype

Please find the wireframes in the wireframe folder.

## 5. Development Plan

- First of all the wireframe of all the pages is developed. Following trial and error method.
- Secondly, all the resources are gathered such as images, videos, content, sources to embed and are saved in appropriate subfolders in assets.
- Thereafter the first main html home page is created all the common CSS rules to be used are segregated hence giving the same class and id name to the respective section. This allows the developer to reuse CSS code. For example, background colour, same footer, similar font-family, size width.
- The relative path is given to the images file.
- Iframe is downloaded for the resources to be embedded. For instance, in this website, YouTube videos and games are embedded.

## 6. Testing Plan

Explain in detail the strategies used to test the website. (eg. HTML validation, CSS validation).

Is the site Cross Browser Compatible?

- Yes js file is used to validate the contact page and the comment section. The date attribute was not allowing the user to select from the dropdown menu after the popup error hence, the date input was changed to required.
- The contact page displays that the data has been successfully updated once the validation is completed.
- I tried to use it in multiple browsers like mozilla, explorer and chrome and it was supported in all of them.

## 7. Site Evaluation

The site evaluation is not possible by a single person hence, I send zipped folders to all my friends asking them to give a feedback, the usability inspection and a supportive feedback.

## 8. Deployment

Describe how the website was made available online.

Describe the techniques used for Search Engine Optimisation (SEO)

- Due to copyright issue of the embedded game, videos and images I did not deploy my page however, the steps for deploying a website are as follows:
  - 1) First we need a domain name and sign up for web hosting. It can be used for testing projects and deploying websites. For example web hosting squared.
  - 2) To upload our website we need to create a zip file
  - 3) Once you have a web hosting login to cpanel the click on the file manager upload the zip file, extract the zip file and then delete the zip file.
  - 4) And then we can now access the website. Hence, deployment is finished

## Appendices

Weekly Logs

# Web Dev

## Weekly Project Report – Week 1

Please provide a brief overview of the research or tasks that were completed on your project this week. (This should take no longer than 10 minutes to complete):

1. Day 1 – created wireframe for my home, about page
2. Day 2 – I created a common css, and html file for the contact page
3. Day 3 – I started creating my contact page
4. Day 4 – I selected to create a gaming page. However, I am still confused with a tribute page.
5. Day 5 – Selected a dark theme and created my home and about page.
6. Day 6 – Still not sure about the game. Creating a game seems really difficult.
7. Day 7 – Browsed a little more about the game development.

# Web Dev 1

## Weekly Project Report – Week 2

Please provide a brief overview of the research or tasks that were completed on your project this week. (This should take no longer than 10 minutes to complete):

- 1) For week two I created a UI wireframe. And the theme of the gaming page.
- 2) I' most probably going to use light theme however the game would be easy one with least commands i.e. arrow keys or move commands and maybe spacebar (I am thinking of such a game maybe I'll make some changes)
- 3) I created an assets folder with scripts, images, html, images, CSS, and videos as a sub-folder.
- 4) I started to create my homepage.
- 5) The background is somewhere between turquoise and green
- 6) The main page contains four hyperlinks i.e. Home, Information, Game and More.
- 7) I am playing to add hyperlinks for different gaming pages as well.
- 8) I think something like flappy bird would be a nice choice. However, I am first completing the remaining pages as soon as possible so that I would be able to concentrate on the game.



# Web Dev

## Weekly Project Report – Week 3

Please provide a brief overview of the research or tasks that were completed on your project this week. (This should take no longer than 10 minutes to complete):

- Day 1 – Decided to change the theme to a tribute page.
- Day 2 – decided to give a tribute to Mario.
- Day 3 – created wireframes for all the pages and selected the theme with respect to Mario, .ie. red, blue, yellow, and green
- Day 4 –Browsed some other websites for more ideas.
- Day 5 - Finalised my home page
- Day 6 – Finalised my about page. Embedded some YouTube videos.
- Day 7 – Finalised my games page. Embedded two games and created a comment box at the bottom of the page.

# Web Dev

## Weekly Project Report – Week 4

Please provide a brief overview of the research or tasks that were completed on your project this week. (This should take no longer than 10 minutes to complete):

- 9) Day 1 – created wireframe for my contact page
- 10) Day 2 – I created a CSS, and html file for the contact page
- 11) Day 3 – I started creating my contact page
- 12) Day 4 – Continued with my contact page.
- 13) Day 5 - Completed my contact page
- 14) Day 6 – Did a few changes on the contact page.
- 15) Day 7 – Finalised my contact page.

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