

Project Documentation

Project Name:

- Abydos Trip

Project Definition:

- The purpose of this website is to make a tour guide website, in three main locations that are meant to attract tourists and students alike, with the intention of making them interested in the rich history of what happened in Abydos during the tough times.

Goal:

- My current goals are to make small time websites which can help other people in need, like a small content creator who wants a website being made out of them, or someone who can make websites for video games that can lead them to things like events or giveaways.

Scope Definition: The project will help tourists to get a gist of Abydos on the following topics:

- Provide information about the sandstorms that have taken over the city.
- To convince tourists and students to donate to their school in order to continue the revitalization project.
- To know the history of the school itself, and what it has to offer.

Requirements Gathering:

- Gather a few members to help in the development, and ask them how we could improve the current state of the website.

Design Alternative:

- I could improve the website to have an even better UI, or even add more backgrounds in order to at least look the website better to the eyes. Either that, or I could've added more buttons to make it more interactive. Or I could've added more than just one website. But other than that, I've got no more things to improve further.

Solution Selection:

- Observe the UI, the features and how interactive it can be to satisfy the user. Not only that, but also be able to gain feedback from the user for me to make slight changes.

Project Planning:

- Carefully make multiple designs from scratch, starting from the front page to the last. Also be able to connect different sections in just one page.

Implementation:

- Be able to make a complete website using HTML, CSS and Javascript.

Testing:

- Perform a test run to see if the website is running as it should be.
- See if the website's interesting enough for the user to start interacting with it.

Deployment:

- Deploy the website to a few testers and see the reception. If the reviews are good, we can deploy it after its prototype stage. If not, we can delay it once more to work on the bugs and errors.

Project Closure:

- Watch the many users try out the website in curiosity. Wait for any feedback in order for the website to be updated.
- Record the website's performance for the next couple of weeks.
- Save the source code for other projects in the near future.