One week assignment (3rd week / calendar week 7 - S22)

**Common interest**

***Create a web site with dynamic content in a team***  
  
In this assignment, you are going to use your new JavaScript and JSON & git and GitHub skills for working with an interest that you have in common in a team of 3-4 students. You are also going to consider and explain the connection between content, functionality, and design.

The requirement for being together in a team is that you all share a common passion or interest. Your task is to transform your common interest into an appealing and interesting website. Therefore, you need to find and gather information about it. Consider the story you want to tell about your interest and what purpose the site will have.

You are going to make a working, dynamic & responsive prototype in HTML, CSS, and JS (fetching the content from restdb.io). The prototype should be based on some fast decisions during the first couple of days with defining a target audience, content, structure, and design.

**(“Suggested”) tasks**

***Time is a scarce resource in this assignment & and you’ll have to make some quick decisions. Remember the main goal in this project is to practice working with dynamic data, JS, JSON & git and GitHub in a team.***

1. Decide on a common passion or interest.
2. Appoint, motivate, and describe a proper target audience and the scope and purpose of your site.
   * Use user stories.
3. Decide on the content and structure of your site.
   * Find & provide **small samples** of the dynamic content
4. Make low-fi wireframes of the pages
5. Individually make 3(-4) style tiles representing distinctive designs suggestions.
6. Give reason for the different graphic elements you have chosen to show on your style tile (colour, typeface, structure, logo etc.) - both on your individual tiles and the one you decide to use as a team.
7. Decide on a design - and develop a functional prototype that uses all the rules about design and usability you have learned during the first semester, such as gestalt laws, contrasts, colours, typefaces etc. to add clarity to the navigation and usability of your site.

**Teams**

You’ll have to work in teams, 3(-4) members sharing a common passion or interest. Prioritize your common interest instead of your social preferences. In doing so you might end up working with someone, you otherwise would not have chosen to work with. This will sharpen your teamwork competences and make you an even better team player.

After forming teams, you are going to fill out a Team Canvas and submit it on Fronter with a picture of the team with names of all team members.

**SUBMISSIONS & DEADLINES on Fronter**

* Team canvas (Friday February 11th)
* Links to the documentation log, the GitHub page (with your online prototype) and your GitHub repository (the code behind it) (Thursday February 17th 23:59)

**TECHNICAL REQUIREMENTS**

* Suitable, dynamic content must be fetched as JSON using restdb.io.
* Use semantic markup, structured CSS (mobile first & RWD (Responsive Web Design)) and JavaScript as far as you can. Challenge yourselves, and think about how to use these technologies to improve the UI and UX.
* Use git / GitHub daily, to make sure that all members can access the code at any time.
* The CSS should reflect the responsive layout and graphical design you are aiming for.

**DOCUMENTATION - LOG**

All teams are going to make a documentation log, where you document your work through screenshots and short texts.

This is a start and a rehearsal for documenting your work prior to working with your exam project.

We’d like to see how you worked with the assignment. Content of the documentation log could be:

* First page:
  + Team name & names of team members
  + Links to GitHub (page & repo) & e.g., prototype
* Deciding on a target audience and describe them.
* User stories
* 3-4 distinctive style tiles – with reasons for your visual/graphic choices (colour, typefaces etc.)
* Wireframes
* Show us how you’ve worked with git, e.g., list your branches and commits (hint, GitHub as visualisation)
* Describe the datatypes in restdb.io
* Add comments to your code to describe the more complex things you’re doing and put sample screenshots in the documentation log
* [*It’s after deadline in this assignment, but for future projects:* Present results from your heuristic evaluation. What are your conclusions from the test and what have you improved based on it.]

Choose a tool you find suitable for your documentation log e.g., Word/Office 365 document (suggested), a Google docs document, Trello, Notion, or something alike. All team members should be able to access and edit it - and you should be able to share it with the lecturers.