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| **Project Case** | A logo for a software laboratory center  Description automatically generated |
| COMP6232001 | COMP6800 | COMP6800001 | COMP6800016 | COMP6800049 | COMP6880051 | Human and Computer Interaction |
| **Computer Science** | **E242-COMP6800-RJ05-00** |
| ***Valid on*** *Even Semester Year 2023/2024* | **Revision 00** |

1. Kelompok tidak diperkenankan untuk:

*Members of the group are prohibited from:*

* + 1. Melihat sebagian atau seluruh jawaban kelompok lain,

*Seeing a part or the whole answer from other groups,*

* + 1. Menyadur sebagian atau seluruh jawaban dari buku, catatan, video, dan jenis referensi lainnya,

*Retell a part or the whole answer from books, notes, videos, and other references,*

* + 1. Menyadur sebagian atau seluruh jawaban dari internet,

*Retell a part or the whole answer from the internet,*

* + 1. Mengumpulkan jawaban yang tidak sesuai dengan tema soal,

*Submitting an answer with a different theme from the given case,*

* + 1. Melakukan tindakan yang menyebabkan jawaban dicontek oleh orang lain atau kelompok lain, baik disengaja maupun tidak disengaja,

*Doing action that could result the answer being copied by someone or other groups, intentionally or unintentionally,*

* + 1. Melakukan tindakan kecurangan lainnya.

*Committing other dishonest actions.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dicantumkan pada butir ke-1, maka nilai mahasiswa dan/atau kelompok yang melakukan kecurangan, baik menyontek atau dicontek, akan dinolkan sesuai dengan peraturan yang berlaku.

*If it has been proven that a group has committed dishonest actions outlined in point 1 above, the whole groups related to the incident, regardless of which one copies or has their answer copied, will be issued a score of zero according to the regulation.*

1. Jawaban yang dapat diterima dan dinilai adalah jawaban yang dikumpulkan sebelum batas waktu yang telah ditentukan.

*The answer must be submitted before the designated deadline to be accepted and graded,*

1. Jawaban akan dinilai berdasarkan teknik atau metode yang diajarkan pada kelas praktikum dengan menggunakan software yang sudah ditentukan.

*The scoring will be based on the materials taught during the practicum classes using the designated software. Using different software than requested may result in your answer not being graded.*

1. Jika Anda tidak membaca peraturan ini, maka Anda dianggap sudah membaca dan menyetujuinya.

*By taking this exam, you agree to these regulations, regardless of whether you have read it or not.*

1. Persentase penilaian untuk matakuliah ini adalah sebagai berikut:

*The score will be distributed as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | 100% | - |

1. Perangkat lunak yang digunakan pada matakuliah ini adalah sebagai berikut:

*This course uses the following software:*

|  |
| --- |
| **Software**  *Software* |
| Figma  Visual Studio Code  Web Browser (Google Chrome) |

1. Ekstensi file yang harus dikumpulkan untuk matakuliah ini adalah sebagai berikut:

*Your answers must be in the following file extensions:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | FIG, HTML, CSS, JS, Asset Files | - |

1. File yang harus dikumpulkan adalah keseluruhan jawaban beserta dengan aset yang digunakan (gambar, audio, video, dll) dan dokumentasi proyek yang berisikan link referensi aset dan penjelasan mengenai aplikasi yang dibuat (terlampir bersama dengan soal).

*Include 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 all pages in your project, reference links of additional files (image, audio, video, etc.) used in your project, the description about how to use your application, etc.*

## Soal

*Case*

**Asphatl 9: ReJends**

**Asphatl 9: Rejends**, an enthralling racing game, delivers an extraordinary racing experience with stunning graphics and exhilarating gameplay. Developed by Gamefolt and RJStudio, this game propels players into an adrenaline-fueled world with a collection of luxurious cars and spectacular racing tracks. Serving as a sequel to the renowned Asphatl series, Asphatl 9 takes arcade-style racing to the next level with innovative features such as Shockwave, Barrel Roll, and Nitro Pulse.

Utilizing cutting-edge graphic technology, players are invited to explore an open world of racing with a variety of dream cars from well-known manufacturers. Each race serves as a stage for epic action, where high speeds and acrobatic maneuvers are key to claiming victory. Furthermore, the online multiplayer mode allows players to compete globally, showcasing their skills and building an exciting racing community.

For information purposes, Gamefolt and RJstudio hires you as a front-end developer to create a website. First **Asphatl 9: Rejends** need to create a **website prototype** then a **website** that represents the game and company image. As the **website** is ready, Gamefolt hopes the community will grow bigger and any information can be shown easily. Below are the **requirements** you need to fulfill.

* + - 1. Gamefolt and RJstudio want you to design the **website prototype** of all **five pages** before making the HTML files. The website prototype will be created using **Figma**. Ensure the website prototype that you created is **intentionally different** from the website that you will make later, even if the themes are the same. Each pagewill contain **header**, **navigation**, **content,** and **footer** as its structure. Consider the **color**, **layout**, and **consistency** when designing the prototype.
      2. Gamefolt and RJstudio want you to build the **website attractive**, **appealing**, **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** **768px** screen width.
      3. The website consists of **five main pages**. They are **Home Page**, **Gallery Page**, **News Page**, **Esport Event Page**, and **Subscribtion Page**. Below are the **requirements** for each page:
  1. **Home Page**

This page shows the **overview** and **common information** of Asphatl 9: Rejens game. This information can be about the **gameplay**.

* 1. **Products Page**

This page shows a **gallery of cars** available in the game. There are five classes of the car from **S Class** down to **D Class**. Show **4 cars** for each class. Make sure to provide **the car’s** **name,** and **the image**.You can refer to the **Asphatl 9 cars database** for the information.

* 1. **News Page**

This page shows a **list of news** published by Gamefolt and RJStudio about the Asphatl 9: Rejends game. Make sure to provide **image, news title, published date,** and **read duration** for each news.

* 1. **Esport Event Page**

This page provides **information** about **Asphatl 9: Rejends Esport Event** held by Gamefolt and RJStudio. Shows esport **trailer video** in the first section, then information like **number of events that have been held**, **number of participants**, **prizes pool**, and **total races**. Also show some **sponsors** supporting the event.

* 1. **Subscription Page**

This page provides a **subscription** **form** for those who want to be **content creator** and **viewer**. Registrant needs to submit some **personal information**, such as **name**, **email**, **date of birth**, **gender**, and **agree to terms and conditions**.You are asked to create **five kinds of form components** and **five kinds of validation**. For validation, you must create it using **JavaScript** and **not 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 suretocreate some **features**, such as color and text style, effect, component, variant or interactive component, and navigation.
        3. Consider the **color**, **font**, **size**, and **layout** that you use to design the prototype and website.
        4. Use only **external** **CSS**. Internal or inline CSS will not be marked.
        5. Use **CSS box positioning** to design your web structure**,** do not use table for the layout.
        6. 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.
        7. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets,** and **mobile devices**.
        8. Any kinds of **framework** are **prohibited**. Do the project **with vanilla (original) HTML, CSS**, and **JavaScript**.
        9. Organize your files with **subdirectories**.
        10. Include **references** (link from a website, book, etc) that you use in creating the website.