PROJECT EXAM 1

16.06.19

Front-end Development 1st Year

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URLs:

Website: https://piinkydesigns.com/ProjectExam/index.html

1st Prototype: https://xd.adobe.com/view/5d0ba965-8017-4dde-5c9b-83b7dfa1424a-2b3a/?fullscreen

2nd and improved prototype: https://xd.adobe.com/view/5bfb0651-fa97-449c-7953-59684aa0ae1a-2dca/?fullscreen

GIT repository: https://github.com/NinaWiik/ProjectExam1/

In this Project Exam we were asked to build a microsite for either SpaceX or NASA. I chose to write about SpaceX, because I found it very appealing and exciting, and I am a fan of Elon Musk, and his work. A microsite is a branded, self-contained site with a single purpose and a limited number of pages. We would create this microsite to raise awareness about the space program activity around the world. The microsite would appeal to a specific target audience.

In this Project Exam it is important for me to show my creative side, and show as much as possible of what I have learned over this course. Since the semester project, we have been learning a lot, and especially JavaScript, so it will be fun to use it in a real website. In this report, I will divide it up in weeks, and tell you my thoughts around all my different choices and decisions.

WEEK 1

Week one started by us getting the project exam, and this time, the exam period was five weeks, instead of four. Week 1 was set to make a functional specification document, a project planning document and a Gantt chart. I will include all my documents in the end of this report.

For the functional specification document, I used the MAL that we were given during that course. In this I included an introduction, which explained the company. Then, a text about the purpose of that document, followed by information about Use cases. I listed all the functionalities, like the goals, deliverables, features and deadline. I also included risks and a solution overview. Then I made a Use Case (1) where I included Primary Actors, Stakeholders and interests, trigger, pre- and post-conditions, main success scenario, extensions, priority and special requirements. The goal with the success scenario was that a person would find the site, search for the information that they were looking for, contact the space program if they were wondering about something. And then leave the site with more information that they had when they entered the site. I also made a planning document that described what I would do the following weeks. After reading through it, I can see that I followed the document well. So it was great to see that what I wrote, actually worked out in practice.

Alongside with the document, I made a Gantt chart. I started by making a list of all the activities that I thought would be important for this assignment, and what week I would do the tasks. I made the Gantt chart in excel. One thing that I did different from the Gantt chart was that I only made one prototype, and not one prototype and one mockup. Or, I did make two prototypes, but I will explain that later in week two and three. Also, I made the image processing along the way, and not

everything the same day. I divided the chart in four, the first two weeks was inside the planning, and here I also made two milestones, one when delivering the work from first week, and another one after delivering the works from the second week. The next section was the designing, and I dedicated a week for that process. This is where I would make mood boards, decide color scheme and typography and check the WCAG. The next section was the programming and testing which also got a week dedicated. This is where I would build the HTML, make all the CSS, employ the JavaScript and APIs and build the contact form with validation. The last week and section is the Implementation and Rollout. This is where I will fix all errors that may occur, and have the final testing on all advices. I will also ask family and friends to look over the site to find out if there is anything I can improve, or if there is any bugs or mistakes that I have overlooked. I will also write the report this week, and deliver it when the time is right. All in all, I thought that I followed the Gantt chart well, and I had good use of it. I delivered everything that Sunday, and I got it approved, so I hope it was all right.

WEEK 2

In week two, we were having a delivery on the target audience, personae/storyboards and a wireframe/prototype. I started doing the target audience. I wrote that the target group was young adults, but it would also be easy to navigate for younger people, as well as more non-technical older persons. Since I got feedback on this delivery to commit to only one target group, I narrowed it down to only young adults in the age of 18-33 years. This is because the design is appealing to that age category, and the information is easy to understand, without too much functional words that only persons with engineer background would understand. As I wrote in the delivery; it will be detailed information, but presented on a good and non-complicated way. I also made the website with big and interesting pictures all over, so I wouldn't feel like a website with only text. The design is simple, and easy to navigate, so you will not search around and not find the information. The persons that would enjoy the site will want to read about the upcoming launches, find information about the latest launches and a lot of pictures and links. In the end of the report, I will include all my external documents.

For my personas, I made three persons. Two that fits it right with the target group, and one older man who is really invested in the space program. I included this person, because I think it is important to show at least one person outside the target group that might visit the website. The first person is Jack, and IT employee with great interests in space technology. The next person is Lilly,

which is a high school student who is going to write a school project about the space program. The last person is Clark, who is a retired engineer that has been working in the industry for many years.

I also wanted to include some of them in the storyboards. In the first storyboard is the typical “Lilly” person who gets an exam in space programming. She goes home and visits the site on her PC, and has a great oral presentation in front of the sensors. The second storyboard is a man who loves his Tesla. Because of that, he wonders what more interesting things Elon Musk does, and goes home on his laptop to Google. This is when he finds the SpaceX site, and reads about all the accomplishments and the whole space program founded by Mr. Musk. The third, and last, storyboard is about two young adults watching Star Wars. They get really inspired and want to know when the next space launch will be. This is when they find their phones and starts searching. They end up on the SpaceX site, and get a full overview of the next launches all the way to year 2020.

As for my prototype, I made this quite simple. Since I hadn’t picket out any color scheme or pictures I wanted to use, I didn’t use too much time to think about that. I got the idea that I wanted a pre-index site. A page with a nice background picture, the SpaceX logo and a continue-button or a navbar to navigate to the other pages. On every page that would include an API, I only wrote that I would include it, and with no other pictures than the first one. I hadn’t a complete image in my head on how I wanted the website to turn out yet, so it because quite simple. I got feedback that it was a bit simple, and that I could include more information. So when I got this feedback I decided to improve it, so it would be more appealing and give more information. I don’t know if we were supposed to improve it according to the feedback, or just leave it, but I wanted to do it for my own help and practice. So I used some hours of week three on this improving. I have included both links to the prototypes in the first page of this report. I hope the new one is a bit more satisfying than the first. By now I had time to go over all the APIs that I would use, and found some appealing pictures. The first page started with a background picture with the logo and continue button. Then you get navigated to the “spaceX” site, which is the proper index site. This will include some history about the company, and what SpaceX stands for. I changed the fixed picture background to a dark blue background, because it would be too messy with all the big pictures on a picture background. I added a page for the Dragon spacecraft, because in the API, it was divided between the rockets and the dragons. As for the calendar, I renamed it for launches, and made a box for each launch, and the information I thought was important to include. Inside that, I made an own page with the next launch, and the latest launch. I made a contact form with an actual contact form this time, and a column to the right with the information about the company and a map. I also made a footer with

what I wanted to include in it, and it looked way better. I got more satisfied with the new prototype, and I thought it was easier to build the website structure after that.

WEEK 3

The third week started by thinking more detailed about the design of the website. I started to make mood boards to get a more clear view on what I want I wanted for my website. I Googled a lot of microsites and the one thing that I found them have in common is that it is usual very small, and they have a lot of pictures. I made a color scheme mood board and a normal moodboard with inspirational pictures (all my external documents are in the end of this report). After some testing and failing I found a color scheme that I was satisfied with.

I knew that I wanted the website to be kind of dark, because of the whole space theme, but I didn't want to use black. So I came up with a really dark blue, which actually looks black on the color scheme board, but when you see it on the page, you can see that it is dark blue. I also chose a slightly lighter blue color that I used on the header and footer. On the board they seem kind of like, but on the website you can clearly tell the difference. The next blue color I chose was actually from a SpaceX logo. Since I wanted that blue version of the logo on the front page, I chose to include it in my color scheme. It also gave it a nice touch to use them as a hovering color on the navigation links. Then I really wanted to have a contrast colors that would not be too flashy, but fit right in. I first thought of a light purple, but I felt that it didn't feel right with all the other colors or the theme itself. Therefore I choose a bright purple color that was WCAG approved with the other blue colors. I also chose this color to use in the X of the spaceX logo, and I thought it gave the logo a really nice touch. The orange color is the one I chose to use in the navigation links. It also felt nice to use a warm tone as the contrast since the mission of SpaceX is to enable human life on Mars. To compliment this, I also laid a slightly orange filter on all my pictures, so they have the same undertone as the other. I was also careful to pick out the most appropriate pictures that had a lot of orange in it, so it would complement the orange around the site. The next color I chose was a blend between turquoise, blue and green. I chose to have it in a lighter way so it would be WCAG approved with the other darker colors. I wanted that color to have a cool color, and I didn't want it to be exactly blue. Therefore it fitted perfect to have it with a hint of green and turquoise – a teal color. I found out that this color fitted well with the others when making the color scheme moodboard. For the last color, I chose a light grey. I used this color on all the body and paragraph text, and I thought it gave it a bit softer look to read when it wasn't that bright white.

In my first prototype I chose to have a fixed background. But as I got thinking, this is what I have done for the past assignments, and this time I wanted to try out another approach. I have also always used colored columns for the text, but this time I only kept the columns, but had the text right on the background and I felt that it gave the site a more professional look. I also used a 10px border-radius on the navigation and some of the columns, to give it a little softer look. I think the look is very "hard" if you only use squares. I was really happy when I chose the SpaceX site, and discovered their own Flickr page with a lot of good pictures. It is so hard to find big and quality pictures of space shuttles and the space itself. Since I have a lot of big, and long pictures, it was a lot of searching and editing to find the pictures that was perfect for that kind of long horizontal picture, and I thought the pictures turned out great. I tried to fix the pictures with what that page represented, so a picture of the Dragon space craft on the dragon page, and a launching space craft on the launches pages. On the pages with the API (launches) that didn't have many pictures, I also included a picture to the right of the intro text.

I also found some interesting typography this week. First I tried to find the SpaceX's logo font, but that cost money, so I forgot that one. For the body and paragraph text I chose the font "Didact Gothic", and a changed the letter spacing a bit bigger. I think this was a great text to read on all screen sizes, and it fitted the theme well. For the H1 headings, the main headings, I chose the font "Montserrat". I love this font, so tall and ordinary, but also so pretty and elegant. As for the navigation buttons I chose "Quicksand" that is very similar to Montserrat but different in so many ways. I think it is prettier with smaller font sizes, as it is lower and a bit softer looking. I did original chose a serif font – "Cinzel", but I didn't get it to fit in. I thought the serif fonts didn't match the rest of the page, so therefore, I chose to only use sans-serif fonts, and I though it worked out well.

As for the design principles, I have used a lot of contrast. Light to dark and bright to dark, which I felt was very strong in this website. I have made the navigation bar and other bars that I wanted in that bright orange, so it would "pop" more. I also included a lighter border in teal around the interesting live space facts, subscription and the quick facts. I have considered having the whole page in balance, with all the text that begins in the same place, and has somewhat the same size on the paragraphs. I have all my main pictures in the same size, and have kept the same style on every page with a big picture on the top. I have made the main pictures big and in proportion, because I want the microsite to be about the visual. I want the target group to be interested by watching all the pictures, and then gets triggered to click around and read, and also to find other interesting pictures. I have considered the hierarchy on the spaceX/main page, and have given the "quote" about the road to the red planet in a bigger font-size, because I feel that it is the important message and goal of SpaceX. I have also

used white space on the sides, because I felt that it is very cluttered if the text stretches all the way from end to end. And also I have divided some of them into two smaller paragraphs. It gives the website some variety and excitement. As for the SEO, I have done a couple of things to get it right. I have used descriptive URL's on the site that clearly describes what that page is all about. I have also included descriptive H1 tags, both short and longer, so it is easy for the user to see what the page is all about. I have also some subsequent headers that describe what that particular paragraph is about. In my title tag, I have used the word SpaceX, which is what the page is about. I have also made a description for the website in the header that tells that this is a microsite for the space program SpaceX. I think it is easy to read, and it is enticing for the user to want to see more. I have included a series of words that I thought would be important for the Meta keywords. As in the text for itself, it is very describing for SpaceX itself, but also about the rockets they have, and the launch sites. So it would be easy for the search engines to search for many words in the text. I have also included alt tags for the images, so it is a clear way of telling the search engine what the image is about, and also so it is possible to know what the picture is, if it doesn't show.

When we got the feedback on the second delivery, I decided to make changes to the prototype, before I started to make the website in the next week. I don't know if that was something I should do, but I did it for myself, so it would be easier the next week to do the HTML and CSS. By now I had more sense on what I wanted the site to look like, and what colors to use, so I was more pleased with how this new one turned out. I know I could use a lot more time on it, and make it more detailed, but I wouldn't use too much time on it. When it was done, I sent it to my family and some friends, to ask them if they got the site, and they could easily navigate around. I got good feedback, so therefore I left it as it was.

Week 4

For week four, I started on the programming and testing. I started to make the entire HTML page, so everything was as basic as you get it when I was done. I changed some things along the way, as it didn't fit so well when I added the CSS, but it turned out ok. I also build the HTML5 contact form, so it was ready to implement the JavaScript when the time came. Along the way, I also added the semantics to the html, and checked that everything was in the right place, with all the body, header, main and footer tags. When the HTML was done, I started to do the CSS for the desktop version. As I said above, I included big 100% wide pictures on the top, and added a fixed navigation bar. I have

always had big logos, and very big headers in my previous assignments, and I have gotten some feedback that it is often too big. Therefore, I made this smaller, and included the logo on the left, and centered the navigation buttons to the right. This way, it fitted really to have it fixed, and also it is easy to access the other pages, even though you are scrolled far down on the page. I used flexbox on every site, and it is so fun to play with the different sizes and columns. And a huge plus that it is easy to turn them vertical when making it responsive. I made the footer quite plain, with a little navigation in the left corner, some copyrights in the middle, and all the media channels you can follow SpaceX on, on the right side. I didn't want the footer to take away the attention from the main message on the site. For the contact page I included a column with visiting details, and a Google map that is also responsive to the site. For the launches page, I wanted to have two separate pages with information about the next launch, and about the latest launch. The latest launch often has much information and many links. I have linked those two at the top of the page, and in the bottom, on all the launch pages, so it is easy to navigate around. Since the API on the upcoming launches is very long, I made a "go to top" link, so it would be easy for people with disabilities to navigate to the top without needing to scroll. I have included a few paragraphs above the API's both to have a summary what the page is about, and what they are going to read specific about underneath. On the pages with no pictures in the API, I chose add a picture to the right of the paragraph. I added hovering to the navigation and other buttons. I had it change background color when hovering, and added the teal color to show where you are on the page. I tried to include an active state when clicking the button, but it didn't feel right for the design and I thought it made not that pretty, so I deleted it.

When both the HTML and CSS was in place, I started to implement the API's. The first API I found was one with the rockets. I used the one with all the rockets together, and added the text I thought was necessary, and that wasn't too specific and technical. I also added a link to Wikipedia, as that was included in the API. My first though was to collect all the space crafts in one page, but it was a different API for the Dragon space crafts, so I chose to make another site for that one. I have also linked to spaceX own website throughout the site, if the user wants to read even more about the different space crafts. As for my "calendar" or schedule, I chose to make a schedule of the upcoming launches. It shows all the launches until year 2020, and has great details about when it launches, flight number, launch site, rocket name etc. And the best part is that it updates itself! In the JavaScript I chose to manipulate the DOM to add the different CSS classes, and then it was easy to make it the way I wanted it to be, and in the end I felt that they turned out good.

When I started to work on the JavaScript on the contact form, I remembered that I got feedback on the portfolio assignment that the contact form didn't clear the way it was supposed to. Therefore, I

had to get to the root of that problem, and figure out how to get it to clear. After a little help from the teacher, I got it right, and then the contact form cleared! I chose to let it pop up an orange text underneath the label that tells you that you have to fill in the correct information. In the previous assignments I have also gotten feedback that I have forgot to include all the endings in the emails that are around, so I also fixed that for this assignment. This time, I also got the Google map to be responsive, and don't get a scrollbar at a certain width, which is also a feedback I have gotten before. So I think this assignment was good for me to prove that I can take feedback, and make it better. I have also really learned a lot by making them, so faults are not all bad! I also got a problem in my JavaScript that I couldn't figure out why was happening. The problem was that I had put all my JavaScript in the same document. So after getting advice from the teacher, divided them into separate pages, one JS page for each page, and luckily the problem solved itself. I also wanted to show that I knew some other JavaScript other than JSON/API and the contact form validation, so I decided to make some JavaScript on the SpaceX page. Original I had a column with quick facts to the right of "The company" column, but instead I put in a rocket silhouette picture, and made a button to push it for quick facts. Then the picture switches in to the quick facts column. It is also possible to push the button again, and it turns back into the picture. It is not very fancy, and it is a function I could not include, but it was fun to do it all by myself, to prove that I finally start to manage the basics of JavaScript. So therefore I wanted to include it, although it is a bit cheesy!! After doing that, I decided to add a subscribe box, a box where you can leave your email and you will get updates on upcoming launches. Here I also included an email validation, and it turned out great, with an error message underneath if you put in an invalid email. This is a great way to get active users and persuade them to interact with the website, and get them to come back to visit more. I really wanted to include breadcrumbs like I did on the portfolio assignment, but since I have very few pages, and not much under menus, I decided that it wasn't needed, so I dropped it.

When all the HTML, CSS, JSON and JavaScript were in place, it was time to start to make the media queries for tablet and mobile devices. This was another thing I changed from the Gantt chart, that I did the CSS for tablet and mobile after employing the JavaScript and API's. But it worked out well for me, so it thought it was great. In the first media query, I had a max-width on 960px, and on the phone version, I used a max-width on 600px. I changed the size of the container for the devices, because in the desktop version, it is more space on the sides of the columns, while on the devices, it was too much space. I made the pictures fit the screens more and for some of the pictures, I chose to put them under the paragraph it usually would float on. Some of them I had to include two alike images in the HTML, and hide them in the different devices. I also made some changes to get the forms to look good on the different devices. I shrunk the navigation and buttons, so it would fit

better, and for the mobile version, I had to make the navigation on two lines. On both devices I changed the navigation so it wouldn't be fixed; this is because I felt that it took too much space from the smaller devices. On the index/intro page, I also used different backgrounds pictures that fitted that screen better. I made all the containers flex to columns, so they are displayed vertical instead of horizontal. Since the navigation bar came over two lines when it scaled down to certain sizes (before the tablet and mobile versions) I decided to make two more media queries to avoid this. So I made one with max width on 1440px and one with 1224px, which I changed the size on the navigation bar, and it turned out great.

I also made a GIT repository for this project. I made the files in an own folder, and uploaded them to GIT. So every time I made some changes, the changes came up and I could commit it to the master branch after making a summary and description. Then it was easy for me to just push it to the repository. This is the first time I have done this while making a website from scratch and it is definitely something I will continue doing. It took a little time to get used to it, and remember to commit and push it, but the more I did it, the easier was it to remember!

WEEK 5

I used a bit more time on the designing and JSON/JavaScript implementing than I first thought, so I started with the website testing on week 5. Then I started to test the website on different advices to see what it looked like. At first I only used the inspector in Chrome and Firefox, and toggled between tablet and mobile size. Then I fixed the bugs that came forward, and made all the margins right, so everything would be in line. A thing that had annoyed me for a while was that the "Rocket name" wasn't in bold, but the same font-weight as all the text. So I decided to go over all the JavaScript and add it to all the APIs. When I was happy with the result in the inspector, I uploaded the website to my host one.com. When this was complete, I opened the website in different browsers, and checked that it still looked good both on tablet and mobile devices. When this was ok, I sent the website to some friends and family. A thing I discovered was that the "submit" buttons was in different languages on the different browsers. So I figured that I had forgotten to give it a value. So it really shows the importance of getting other people to test the pages, because it looked good on my screens. I also asked the testers if they got the message on the website, and if it was easy to navigate and understand the different pages. Luckily they were pleased with the site, and they couldn't find any huge mistakes that I had overseen. I fixed some small bugs that I found along the way, just because I am such a perfectionist, so I see something that I want improve all the time. But at some

point you just have to realize that you have to move on to the next task and be happy with the design. I am sure I could make a whole lot of improvements on the fanciness if I only had more time. But I am pleased with the result on this period of time. When I was done making all the last minute changes and improvements, it was time to write this report.

CONCLUSION

I am happy how this exam turned out, it was an exciting theme and it was great that we got the opportunity to choose between two interesting companies. I also loved that it was so much good quality pictures to choose from, so the website would be nice in the visual way. It was a challenging exam in a good way, since we were asked to use both JavaScript and JSON API's. So now I definitely got a greater understanding on how everything worked together. It really gave me a taste on what amazing things that both JavaScript and JSON API's can do! It is so satisfying that it updates itself, because then you get an up to date website 24/7, without doing too much work. I liked that I challenged myself both in the design way, and in JavaScript. Now that I look back at the Semester assignment, I see much improvement in my knowledge about web development. I hope the learning curve keeps on growing as it has done to now, and every month I realize that it is so much more for us to learn. I am so glad that we are able to ask the teachers about things we are stuck on, because if it hadn't been for the teachers, I wouldn't have delivered this assignment as it is now. I think I have been taken the constructive criticism from the previous assignments, and made them into something good and improved my project exam by it. Coding is much more natural for me now, and I can finally see much more cause and effect from the different actions. I think this is the most complete and advanced website I have ever made, and it is fun to finally see the result, and also how it is responsive to the different Medias. It is also fun to give the link to friends and family, to let them see the result of many hours of reading, writing and coding.

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FUNCTIONAL SPECIFICATION DOCUMENT

<SPACEX>

PLANNING DOCUMENT

DOCUMENT VERSION <V1>

<19.05.2019>

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Project Exam 1

AUTHORS

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DOCUMENT HISTORY

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APPROVALS

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19-05-2019	V1	Development Team Leader	

Table of Contents

1. Introduction

Space Exploration Technologies Corp., doing business as SpaceX, is a private American space transportation and aerospace manufacturer service company that has its headquarter in California. It was founded in 2002 by the famous Elon Musk, with the goals of reducing space transportation costs and enabling the colonization of Mars. Your digital agency was approached to develop their micro site that will raise awareness about space program activity around the world.

2. Purpose of the document

The purpose of this document is to document the business requirements and functional rules of the SpaceX microsite website. This document will include a planning document and functional specifications. All system requirements and restraints will be documented.

3. Planning Document

This is a planning document for the upcoming microsite for the SpaceX service company. A microsite is a branded, self-contained site, usually on its own domain, with a single purpose and a limited number of pages. The purpose can be promotional or editorial, and be may linked to a specific event or period of time. A microsite is usually built as an addition to an existing brand website.

I will the first week make this functional specification and planning document, as well as a detailed Gantt Chart. I started to read the assignment, and after researching both NASA and SpaceX, I chose SpaceX for my project. I started to write all the planned activities, that I included in my Gantt Chart. I delivered the Gantt Chart both as a PDF and a excel version. This is because the Excel version has a fixed activity plan, so it is easier to navigate and see what the different activities are all the way on the last week. When the Gantt Chart and this document was done, it was time to move on to week two. In the second week, I will research for the target audience, and make the personas and storyboards. After that is done, I will make a wireframe or prototype of my future plan for the microsite. At this point, I will start to look and choose the relevant API's. When this is done, I will deliver my current work from the second week.

By the time that the second weeks assignments are delivered, I will start the third week, and designing the microsite. I will make some moodboards to get inspirations for the texture of the site. Then I will choose and test out the colour scheme, so that it is WCAG approved. I will start on making the buttons and icons, if this is something I want for my site. Then I will search and find some typography that will fit well on the site. I will then find soma appropriate and interesting images, and

start to process them in Photoshop, so they will look good on the site. I will then go over the CEO and content to check that it is good enough. I will then make the final decision about the design, before I go to week 4, and start the actual building of the site.

I will in week four, start to make the HTML structure, and when the HTML is done for the four pages, I will then build the HTML5 contact form and make it available for the JS validation. When the HTML is done, I will include the semantics, and check that it is appropriate for the site. After that, I will start the CSS for the desktop website, and then add the media queries so it looks good on tablet and mobile devices. When I feel that the design starts to look good, I will employ the JavaScript and JSON API's for a dynamic data and construction. I will also at this point make the schedule or timeline information. When doing the building, I will set up a GIT repository specifically for this project. Both the style sheet and JS file will be on external sheets. When I am done with programming the site, I will start to test it. I will do much testing by myself, but I will also ask family and friends to test it, and give me feedback on what works, and what that doesn't work.

This is when we go inside the fifth and last week with exam, with the implementation and rollout. I will now start to fix all the errors that come forward under the testing, and change things that are not understandable for "non-programming" people. After the bugs and errors are fixed, I will have the final testing on the site. When I am done with the testing, and I am pleased with the design, I will start to make the report. It will be a detailed and structured report, including references. The report will include an introduction/interpretation of the assignment, and I will discuss the planning, functional specifications and Gantt Chart. I will also include a discussion of the target audience and the research behind this. I will also write about the graphic design, and explain why I chose what I did. I will go through the HTML and CSS semantics, CEO, content strategy and WCAG. I will also include the interface design choices, and the JavaScript. Then I will discuss the implementation strategy, and at the end it will be a conclusion.

4. Functional Specifications

The functional specifications are handed out to all persons that have a role of interest in the project and signed off by the client. This is a document that lists all the business requirements and any business rules that is needed for this project. This specification document should include and state what functionality the client requires from the project.

Use Cases

The functional requirements are most often presented as a series of steps. The use case puts a collection of functional requirements into the context of the user action. This eliminates often a lot of ambiguity that makes its way into an out-of-context list of system Shalls.

Overview

This functional specification explains the development of SpaceX's micro site that will raise awareness about space program activity around the world. The person of interests can visit the microsite, and get the information and knowledge they are searching for about the awareness in the space programs.

List of Functionalities

Project Scope	
Goals	Develop SpaceX's micro site that will raise awareness about space program activity around the world.
Deliverables	A well designed and easy to use website with good knowledge about the space programs
Features	A contact form with validations so that the visitors can contact the space program and ask whatever they want.
Deadline	Day 35, 16.06.19

Risks	The website will have bugs that are hard to find, and the page will be messy and cluttered, and the visitors will get an unprofessional impression about the main SpaceX program
Solution overview	Make the website bug and error free, and easy to understand and manage.

Use Case 1	SpaceX
Primary Actors	Space interested visitors/customers
Stakeholders and interests	Persons invested in the company and that have a common interest. Often the CEO and Business Owner
Trigger	Make the website bug and error free and easy to understand and manage.
Pre-conditions	The microsite doesn't exist
Post-conditions	Have a microsite that is responsive and function well on a variety of platforms.
Main Success Scenario	1. Go into the SpaceX microsite 2. Search what you are looking for. 3. Get information and knowledge that you are interested in, and learn something new and exciting 4. Contact the space program with questions and get a quick feedback 5. Leave the site with more information and knowledge than before you vitited
Extensions	If the site is down, have an alternative site that the visitor can be redirected to. For example the main SpaceX website.
Priority	High
Special Requirements	Make an HTML5 contact form with validation
Open questions	<Notes and questions>

TARGET AUDIENCE

The target group that the SpaceX microsite will appeal to is young adults in the age between 18-33 years. The persons that will enjoy this site, likes it simple and wants to read about the latest space launches, and find useful information about SpaceX's rockets. It will be detailed information, but presented in a good and none-complicated way. The website will be good illustrated, and will have a good design that will draw people with a good sense in simple design.

PERSONAS

Jack

Jack is an IT employee that is, more than the average person, interested in space technology. He is always looking to expand his knowledge in the latest technology. He loves to check out different space sites like SpaceX and Nasa to follow on the latest information about the different space launches.	About: • Age 30 • College graduate • In a relationship • Works as a IT employee • Very technical • Male

Lilly

Lilly is a high school student that is interested in space technology, and choose SpaceX to make a school project about. She searches the web for information about the different rockets, and looks for funny and interesting facts that she can represent for the rest of the class when she is having her oral presentation about SpaceX.	About • Age 18 • High school student • Single • Female

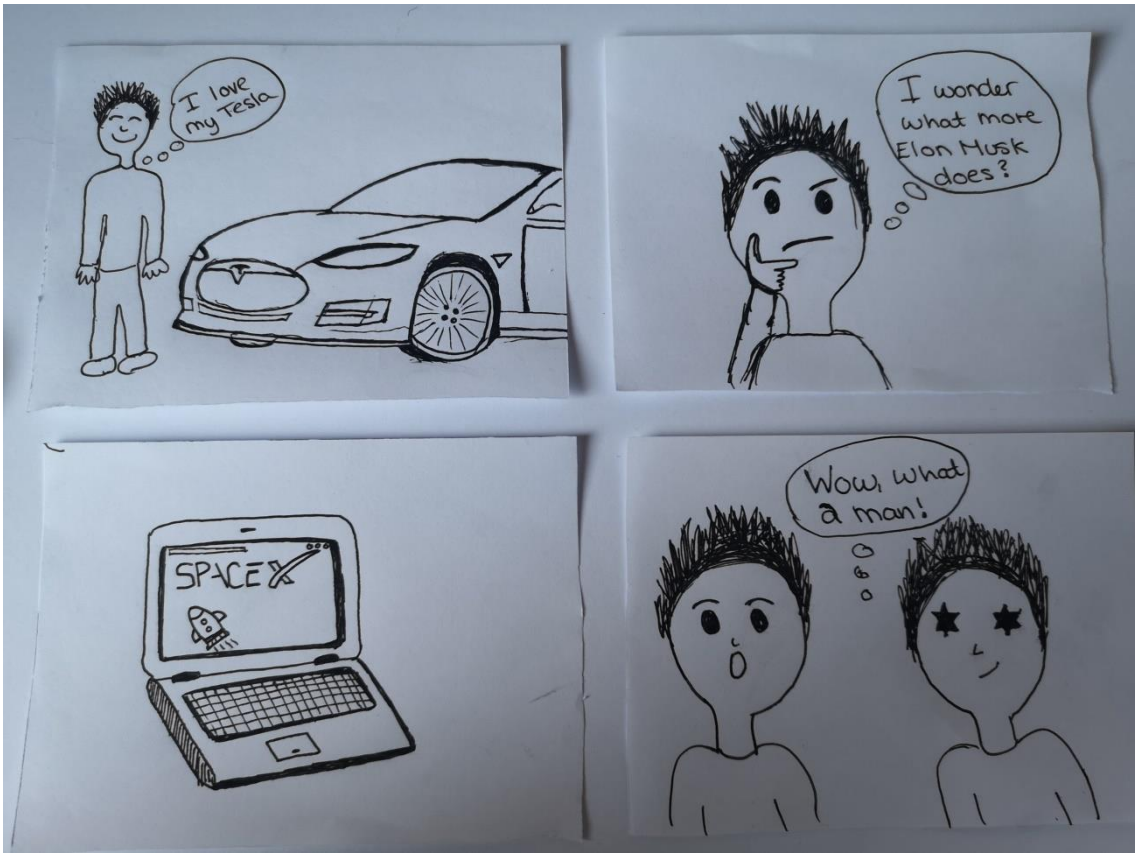
Clark

Clark is a retired engineer that has been working in the industry for many years. After he retired, he still likes to keep himself updated on the latest space technologies. He loves to see pictures and videos of the newest space launches and is so excited every time the space program has successful launches and landings both on earth and in space. He is also a fan of Elon Musk, and owns a Tesla.	About: • Age 67 • Retired space engineer • Married • Technical for a man of his age • Male

STORYBOARDS

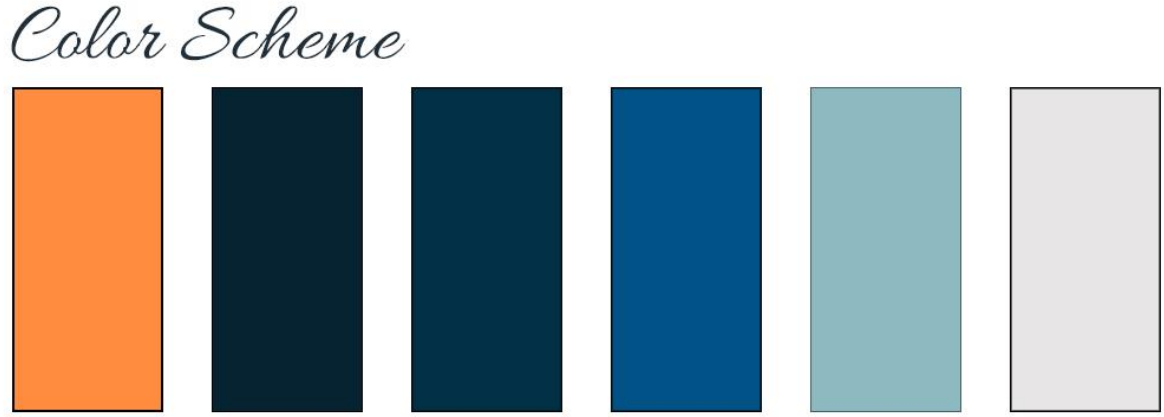
Storyboard 1

Storyboard 2

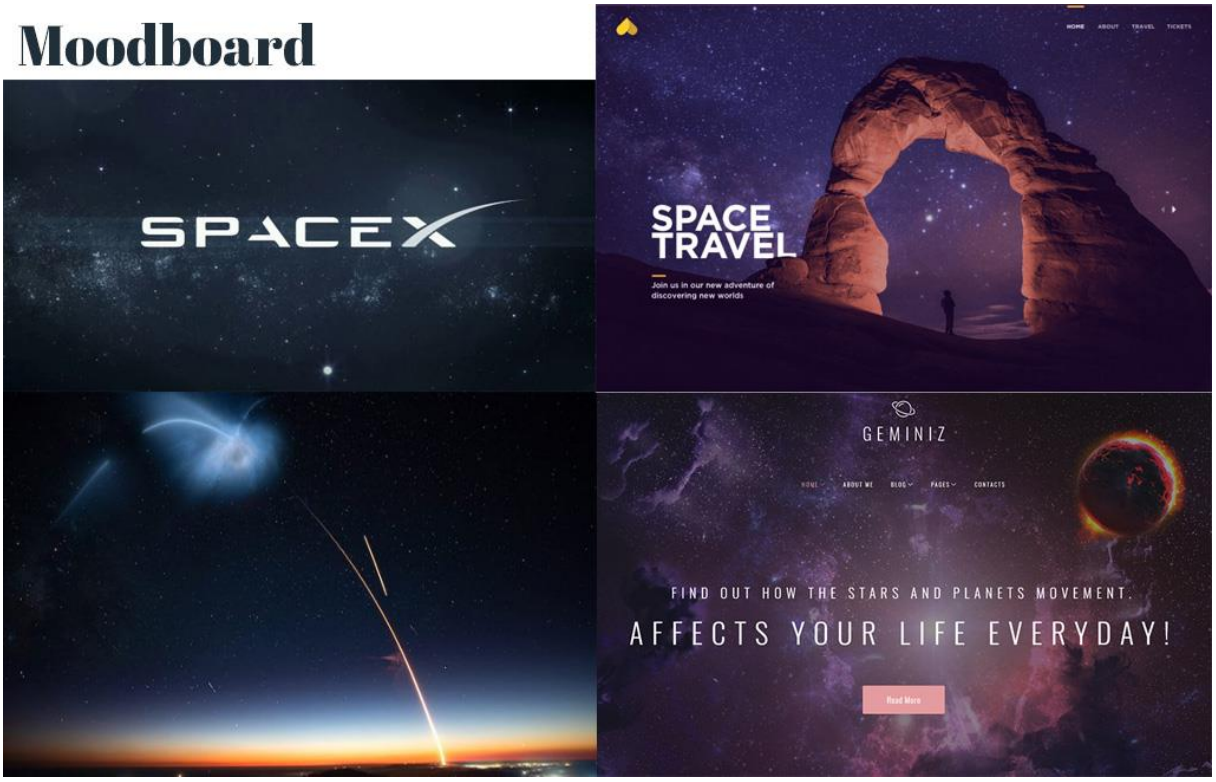


Storyboard 3

ATTATCHMENTS



Moodboard



GANTT CHART (PDF version in ZIP folder)