**TU858 SDEV2004 Software for the Global Market (5 ECTS)**

**Continuous Assessment Semester 2 2023-2024**

**Individual Project Documentation**

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# Introduction

For this SDEV2004 assignment, I was assigned the [Wild Atlantic Way](https://thewildatlanticway.com/) website, and the following Personas:

* [Persona C](https://brightspace.tudublin.ie/d2l/le/content/286626/viewContent/2616971/View)
* [Persona D](https://brightspace.tudublin.ie/d2l/le/content/286626/viewContent/2616972/View)

To complete the assignment, I redeveloped the homepage of the Wild Atlantic Way (Henceforth called ‘the Site’) website.

# Personas

Insert your completed personas here.

Include a short discussion explaining your choices for:

Communication Preferences.

Behaviour and Social Norms.

Frustrations and Pain Points.

Psychographics.

# Design

Briefly explain how your design choices address the sections in your persona. Framing these as How might We Questions with associated Hypotheses would make sense.

Include wireframes to support your discussion.

# Internationalization Strategy

What folder structures were used?

* Where are localized stylesheets be stored?
* Where are localized images be stored?
* Where are localized templates/template content be stored?
* Where are localized messages be stored?

How have ensured the correct localised content appears for users?

* How have ensured the correct localised stylesheet is used?
* How have ensured that the correct localised images are used?
* How have ensured that the correct localised templates/template content are used?
* How have ensured that the correct localised messages will be used?

How will you manage user language selection?

* How/where in the application have you set a language on startup?
  + What was required in terms of implementation?
* How/where in the application can a user be able to change their language preference?
  + What was required in terms of implementation?

# Prototype

Document your implementation choices:

* Briefly explain someone can test your web page to verify your design.
* Refer to the relevant aspects of the prototype implemented.