Project Case	
COMP6232001 | COMP6800 | COMP6800001 | COMP6800016 | COMP6800049 | COMP6880051 Human and Computer Interaction	**BINUS UNIVERSITY** Software Laboratory Center
Computer Science	**O252-COMP6800-LS01103-00**
Valid on *Odd Semester Year 2024/2025*	**Revision 00**

1. Kelompok tidak diperkenankan untuk:

   Members of the group are prohibited from:

   - Melihat sebagian atau seluruh jawaban kelompok lain,

     Seeing a part or the whole answer from other groups,

   - 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,

   - Menyadur sebagian atau seluruh jawaban dari internet,

     Retell a part or the whole answer from the internet,

   - Mengumpulkan jawaban yang tidak sesuai dengan tema soal,

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

   - 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,

   - Melakukan tindakan kecurangan lainnya.

     Committing other dishonest actions.

2. 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 <u>zero</u> according to the regulation.

3. 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,

4. 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.

5. 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.

6. Persentase penilaian untuk matakuliah ini adalah sebagai berikut:

   The score will be distributed as follows:

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

7. 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)

8. 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	-

9. 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

Palorant

Giot company just launched their multiplayer tactical first-person shooter game called **Palorant**. The game is set in a near-future world and features a roster of unique characters known as "Agents," each with their own special abilities. Headquartered in Los Angeles, California, Giot has established **Palorant** as a competitive esports title, recognized for its strategic gameplay and precise gun mechanics.

Due to its recent release, many players are struggling to understand the various elements and mechanics of the game. To address this, **Palorant** is planning to develop **a website prototype** and **a game website** that provides detailed information about the game. The initial focus will be on designing a prototype for the website that reflects the game's dynamic and competitive spirit. The goal is to enhance the player experience by offering a user-friendly platform where players can find all the necessary information. **Palorant** has chosen you as the trusted web designer to conceptualize the website prototype and build the official game website.

The **requirements** from **Palorant** are described below:

1. **Palorant** wants 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, but the **themes are the same**. Each page will contain **header**, **navigation**, **content**, and **footer** as its structure. Consider the **color**, **layout**, and **consistency** when designing the prototype.

2. **Palorant** wants you to build the website to be **attractive**, **unique**, **fully functional**, and ensure the website is **responsive**. The website should be accessible using a mobile phone perfectly. To achieve that, use **5 kinds of CSS property** and **JavaScript**. Use the **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**, **Agents Page**, **Maps Page**, **News Page**, and **Report Bug Page**. Below are the **requirements** for each page:
   - **Home Page**
     This page shows a **banner** to display **Palorant**, **the best agent of Palorant,** and **a brief description about Palorant**.

- **Agents Page**

  This page displays a list of **agents** that are available on **Palorant**. Ensure to include **the agent's name, agent's role,** and **the image** of each agent to provide players with a clearer understanding of their abilities, helping them make informed decisions on their gameplay strategies. Highlight **at least five different** agents on this page.

- **Maps Page**

  This page provides detailed information about the maps available in **Palorant**. For each map, include its **name**, an **image**, and **a brief description**. This will help players to highlights key features, strategic points, and unique aspects of the environment. Ensure that **at least five different maps** are showcased on this page**.**

- **News Page**

  This page provides the latest news and updates about **Palorant**. Include articles with **headlines, images**, and **short descriptions** to keep players informed about new features, upcoming events, patch notes, and other important announcements. Ensure the news is presented in a **well-organized** and **visually appealing layout** to enhance readability and engagement. Prominently feature the **Palorant logo** to maintain brand recognition and ensure players can easily identify the source of the information.

- **Report Bug Page**

  This page allows players to report bugs they encounter in **Palorant**. The form should include fields for the player's **username**, **email**, **server**, **detailed description of the bug**, and **a checkbox** to give permission for sending follow-up emails. Implement **at least five JavaScript form validations** to ensure data accuracy and completeness before submission. For validation, you must create it using **JavaScript** and **don't use regular expression**. The layout should be **user-friendly**, making it **easy** for players to **report issues** and contribute to improving the game.

Guidelines:

a. 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**.

b. The **website prototype** must be designed using **Figma** and make sure to create some **features**, such as color and text style, effect, component, variant or interactive component, and navigation.

c. Consider the **color**, **font**, **size**, and **layout** that you use to design the prototype and website.

d. Use only **external CSS**. Internal or inline CSS will not be marked.

e. Use **CSS box positioning** to design your web structure**,** do not use table for the layout.

f. 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.

g. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets,** and **mobile devices**.

h. Any kinds of **framework** are **prohibited**. Do the project **with vanilla (original) HTML, CSS**, and **JavaScript**.

i. Organize your files with **subdirectories**.

j. Include **references** (link form a website, book, etc) that you use in creating the website.