Project

Assessment Name:	Web Application Project
Weight:	30%
Due:	On blackboard calendar

Summary

Now is the time to put everything you have learnt together and make your own web application in this wonderful ASP.NET MVC framework. The web application that is to be developed must incorporate the various technologies covered in this course. It will be carried out in groups of two or three members. The web application will be centred on any ideas your team come up with but discussion with tutor is required. Each of the group members must contribute to this assignment. Each group must document the development process and present the final product.

Instruction

Follow the instructions below.

1. STAFFING

Choosing the right people for your team is crucial. Each member should bring their expertise to benefit the team and remain a role in group with specific tasks assigned.

You need to explain the staffing choices in why & how?

- > Remember to work together as a **TEAM**.
- > Recommended team structure:
 - o A project manager
 - A front end developer
 - A back end developer

2. CONCEPTUALIZATION

Answer the following questions in a short paragraph.

- What opportunity or issue is the web application addressing?
- ➤ What is the motivation for the web application?

3. ANALYSIS

Document non function user requirements and how they can be implemented functionally in the .NET framework.

E.g.

User requirements	Solution in ASP.NET
Login System	User Identity Feature
Restrict User Access	ASP.NET Controller Filter

4. VIEW DESIGN

In this section you must explain how all technologies are used on designing views.

- > Shared Layout
- Partial Views
- Bootstrap
- Etc.

Also designing techniques must be used on this web application. As this course is not designed to focus on design skills, you only need to choose TWO of the following designing methods for your website.

- > Site map
- Prototype
- Wireframe (try https://wireframe.cc)
- Page layout

5. CONTROLLER DESIGN

In this section you must explain how controllers are designed for your web application in at least three of the following points.

- > URL mapping
- Controller filters
- ➤ RESTful
- Use of view bag, tempdata and strongly typed models.

6. MODEL DESIGN

The web application that is to be developed must contain at least 4 models (entities or classes) excluding the built-in user identity models. You need to document details of each model and provide an ERD of your design.

7. PRODUCTION

All the previous work will come together in a usable and effective website. Describe your web site development phase in one paragraph. All web development techniques involved such as IDE, framework, language, server, database etc. should be covered and explained in this section.

8. TESTING

Test your web application by using at least three of the following testing methods.

- Responsive design (different browsers and different platform)
- > HTML & CSS validation
- > SQL Injection
- Cross-Site Request Forgery
- Unit Testing

9. LAUNCHING

You need to quote on hosting servers such as Azure or any other third party provider that are compatible with your website.

COMPLEXITY

The marks of complexity are based on the overall design of your application. Factors such as quality of front end design, complexity of model design, research on extra features on the ASP.NET MVC framework and etcetera are taken into consideration of grading.

COMPLETENESS

The marks of completeness are based on the quality of your complete web application. Have you implemented all the non-functional and functional requirements? Have you properly used the features of ASP.NET MVC framework? Have you fulfil you initial project scope?

Notes

Any external information such as jQuery plugins, templates etc. must be credited.

You may use the website for your project.

Remember to work together as a TEAM, then go out for some beer if you drink.

Requirement

DOCUMENT

A document in 'docx' or 'pdf' format containing all contents mentioned in the instruction.

PRESENTATION

Your team must demonstrate your final website and present to the class on the following points:

- > Team member responsibility
- > Development process
- > Project challenges faced & things learnt

Marking Schedule

Section	Components	Marks
Document	Staffing	5
	Conceptualization	5
	Analysis	
	View Design	
	Controller Design	
	Model Design	10
	Production	5
	Testing	5
	Launching	5
	Sub-Total	60
Product	Complexity	20
	Completeness	20
	Sub-Total	40
	Total	100

More detailed marking schedule can be reached on blackboard rubric marking.

^{*}Only online submission via Blackboard will be accepted.

^{*}Please include screenshots of your website in the document.

^{*} It is optional to use PPT in your presentation.