الجامعة الاسلامية العالمية ماليزيا
INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA
يونيۏرسيتي إسلام انتارابڠسا مليسيا
Garden of Knowledge and Virtue

KULLIYYAH OF INFORMATION & COMMUNICATION TECHNOLOGY

INFO 2302 WEB TECHNOLOGY
SEMESTER 1, 2020/2021
SECTION 1

PROJECT PART 1: PROPOSAL
YOUTUBE LINK: https://youtu.be/_a43nRY-txw

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Project description:

The proposed project is about football events that handle and manage using websites. This website will be one stop center for the event. This is included in the register for the events to announce the winner of the events.

We proposed this website to ease the management in handling the event. We presume that the football that we are using in our website is a football event within students IIUM. This event we organize during the Conditional Control Movement Order (CMCO) in Malaysia. The purpose of this event is to give the students in IIUM get released their tension of studying and strengthen friendship between each other. This event will be handled with full Standard Operation Procedure (SOP) that was designed by the Malaysia government. Thus, we make our special football rules for this event such as we limit the players for each team for 11 players to 7 players.

Project Sitemap
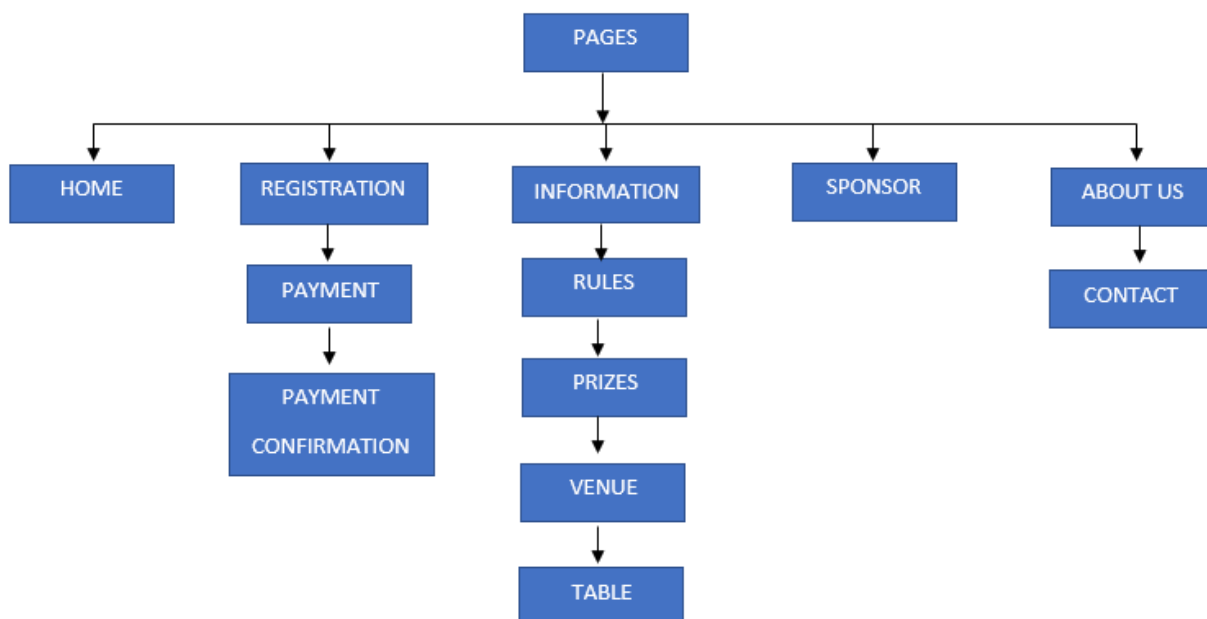
Above figure is the sitemap of our website. Here it shows the main and subpages.

Proposed Modules

1. Home page: This is the homepage where the website will show the banner of the match to attract users to register for this event. It greets the user with brief descriptions and pictures of the events. There are a few buttons to link to other pages.

2. Registration: This section will show the form to register the team into this event. There are a few input texts here to fill up the details. After the user finishes their registration, the page will be linked to the payment gateway to make the payment. After they finish payment the page will be navigate to payment confirmation to confirm their payment

1. Information: This section covers all information about these events including the rules and regulations, prizes, venue, and match table. There some video elements will be in this section to give more information about this event.

2. Sponsor: This section will show our sponsor for these events. It is important to show them because there will be benefit to them for sponsoring us.

3. About us: About us section will show the forms that user can fill in if they have any inquiries about this event

Project Mockup

1. Home:

- Home page describes the introduction of events and will have count down when events will be start
- The Home menu is active while users are browsing Homepage as well as every menu will show an active symbol when users will browse specific that menu.
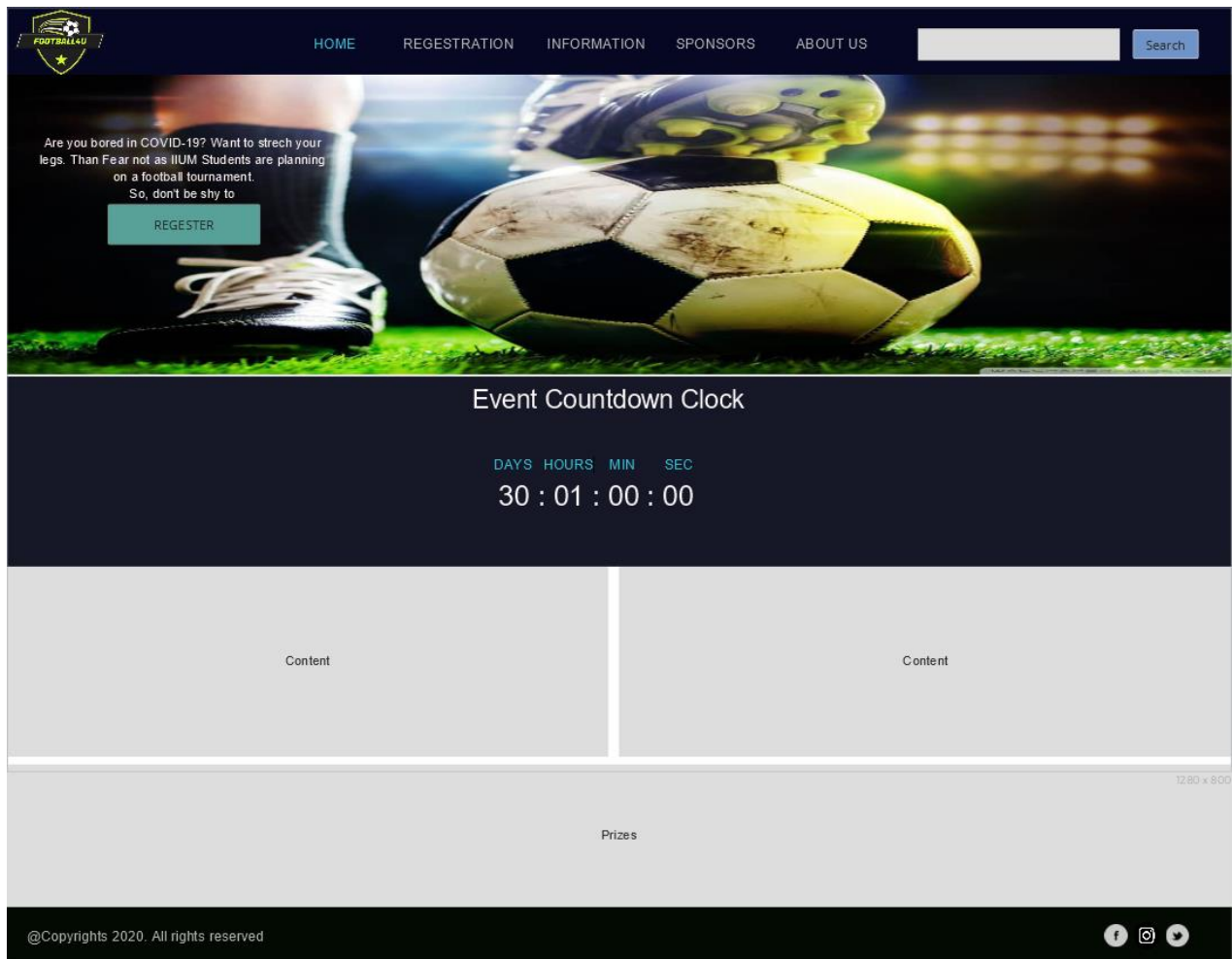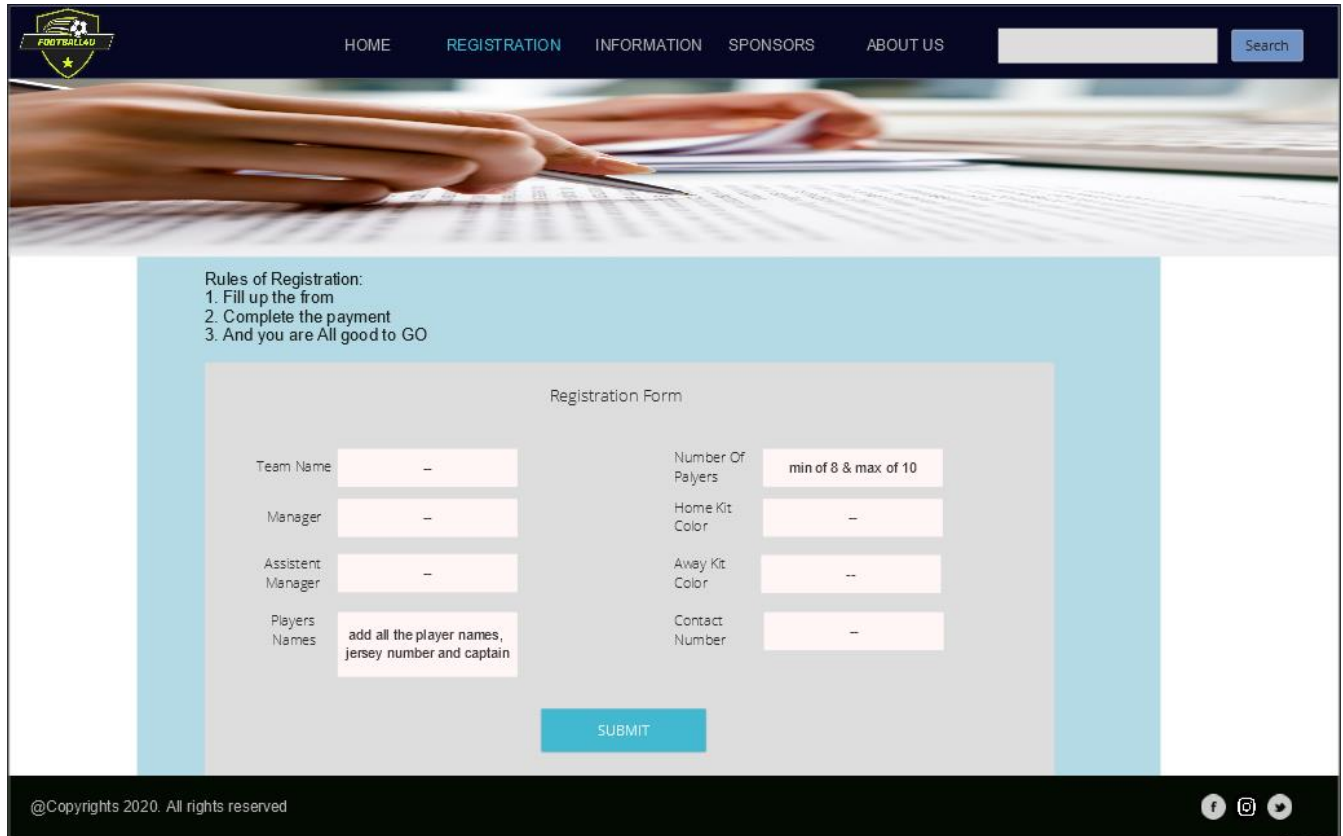
Figure: 1

2. Registration:

- This page for students who want to participate in this event
- They need to have their own team to register to this event
- There are several input box elements we will put here to get information from user.

Figure: 2

3. Payment

- This page will show after they have complete register the name of their team and to make payment
- There are 2 types of payment user can choose using radio button
- The drop down will use for Online Banking method
- If user choose online banking, this page will lead to the bank that have be chosen by user

Figure: 3

4. Payment confirmation

- This page will show to show to the user who successful of payment
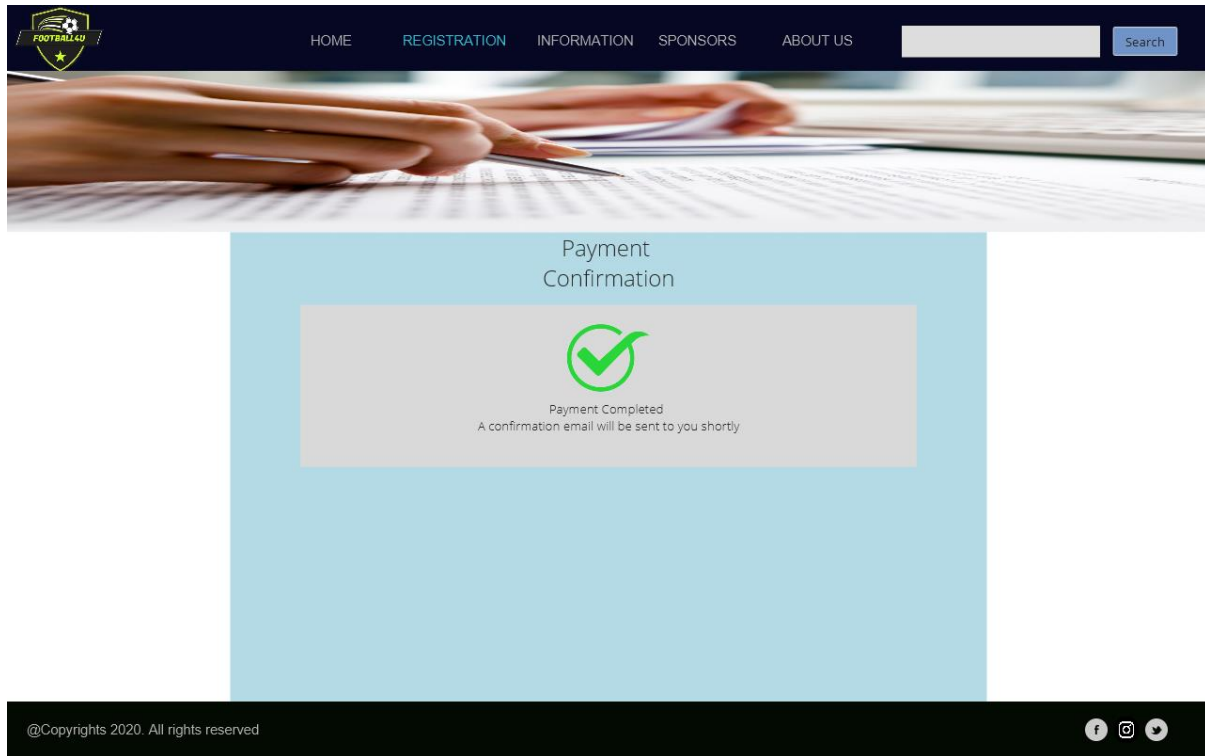
Figure: 4

5. Information

- This page will show all information about this event
- There are 4 subpages will be in this page which are Rules, Prizes, Venue, and table.
- Users can click the subpage that they want to know and the website go to the that page.
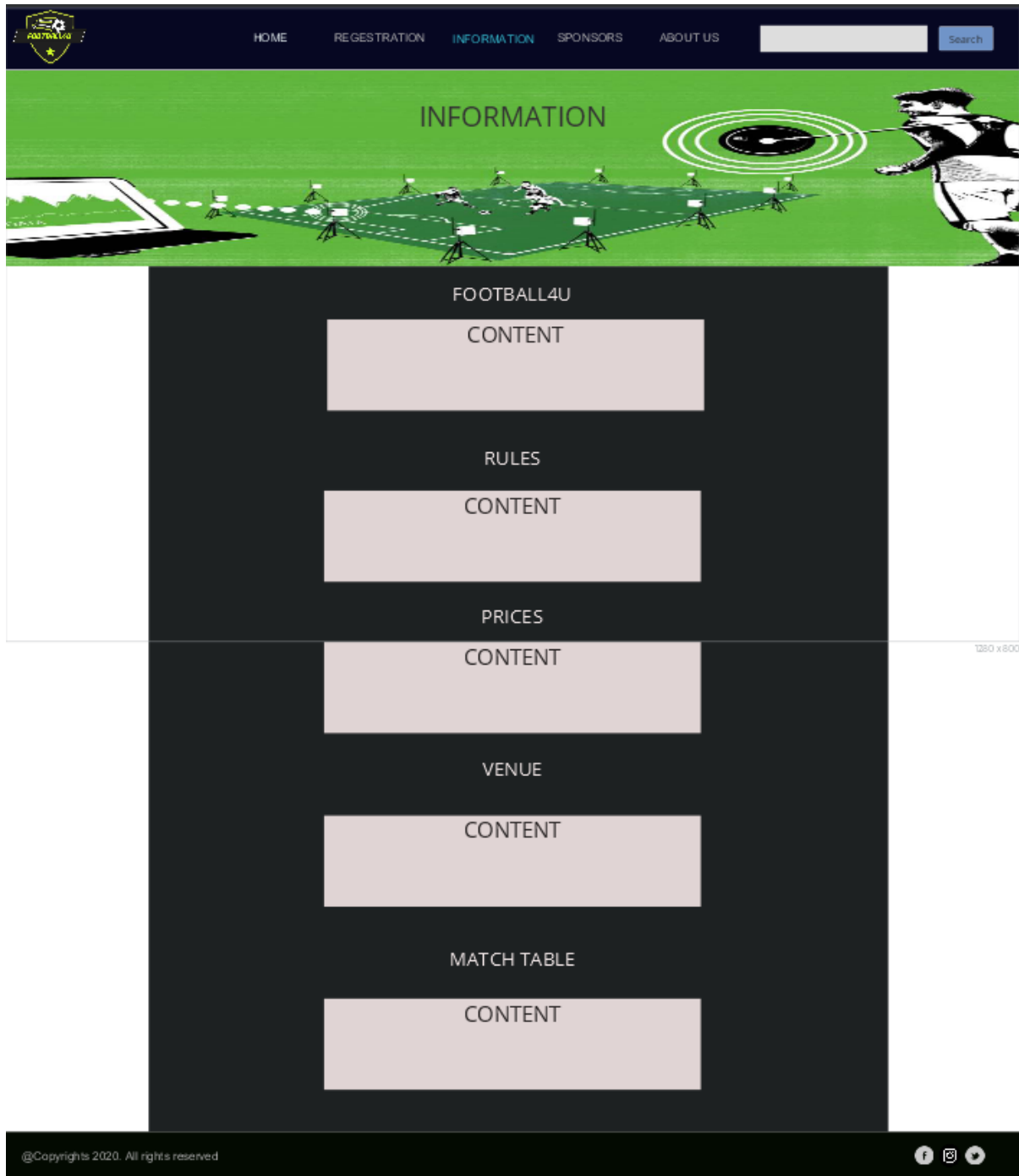
Figure: 5

6. Rules
- This page will show the rules and regulation of this events
- Because this event will be organized in the pandemic, there are special rules and SOP will be here.

Figure: 6

7. Prizes

- This page we will put information about the prizes and there are several graphic elements here such as images.
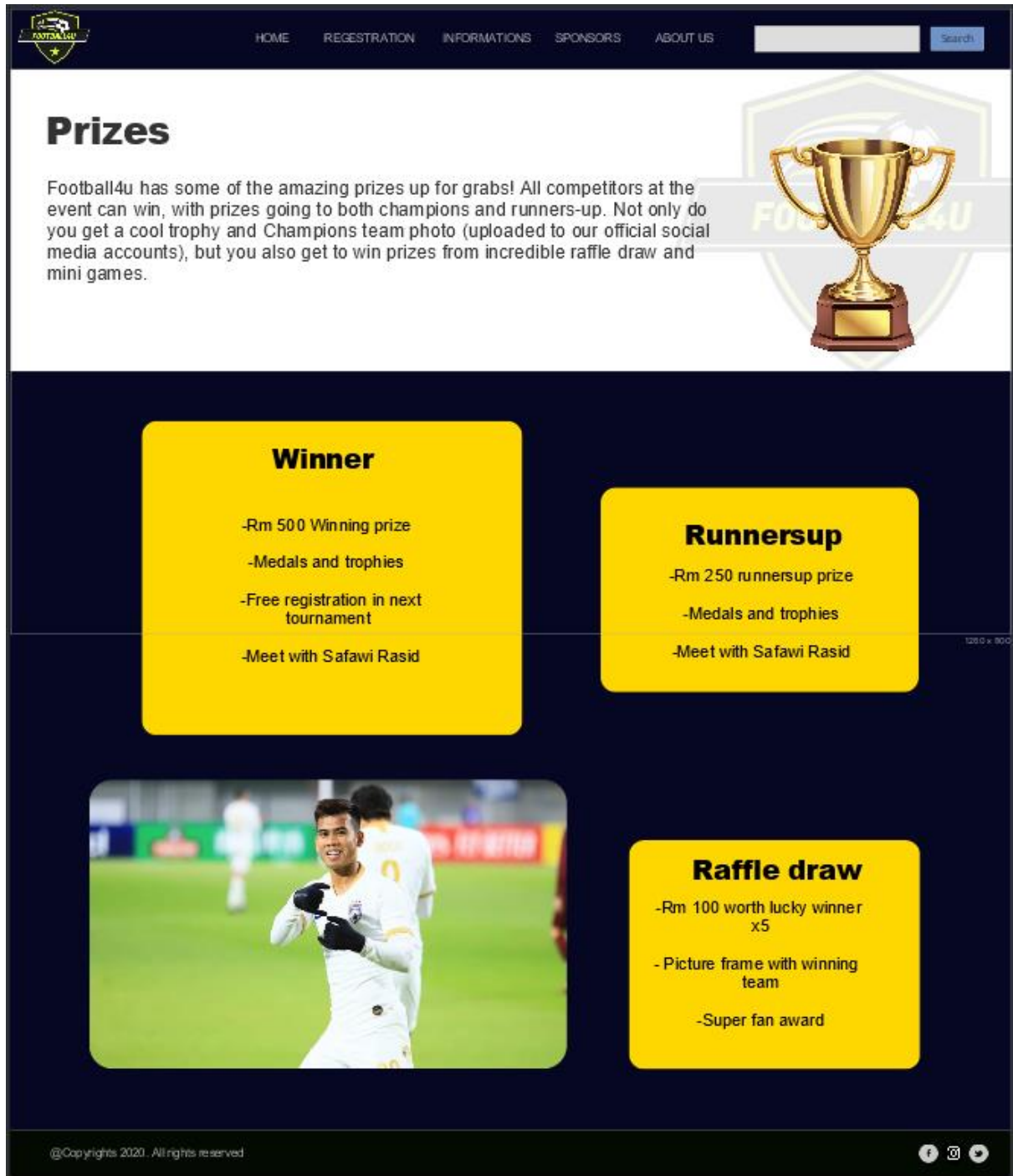

Figure: 7

8. Venue

- This page will have information about the venue for the events.
- We will put some images to make sure the user clear and know the place of the events
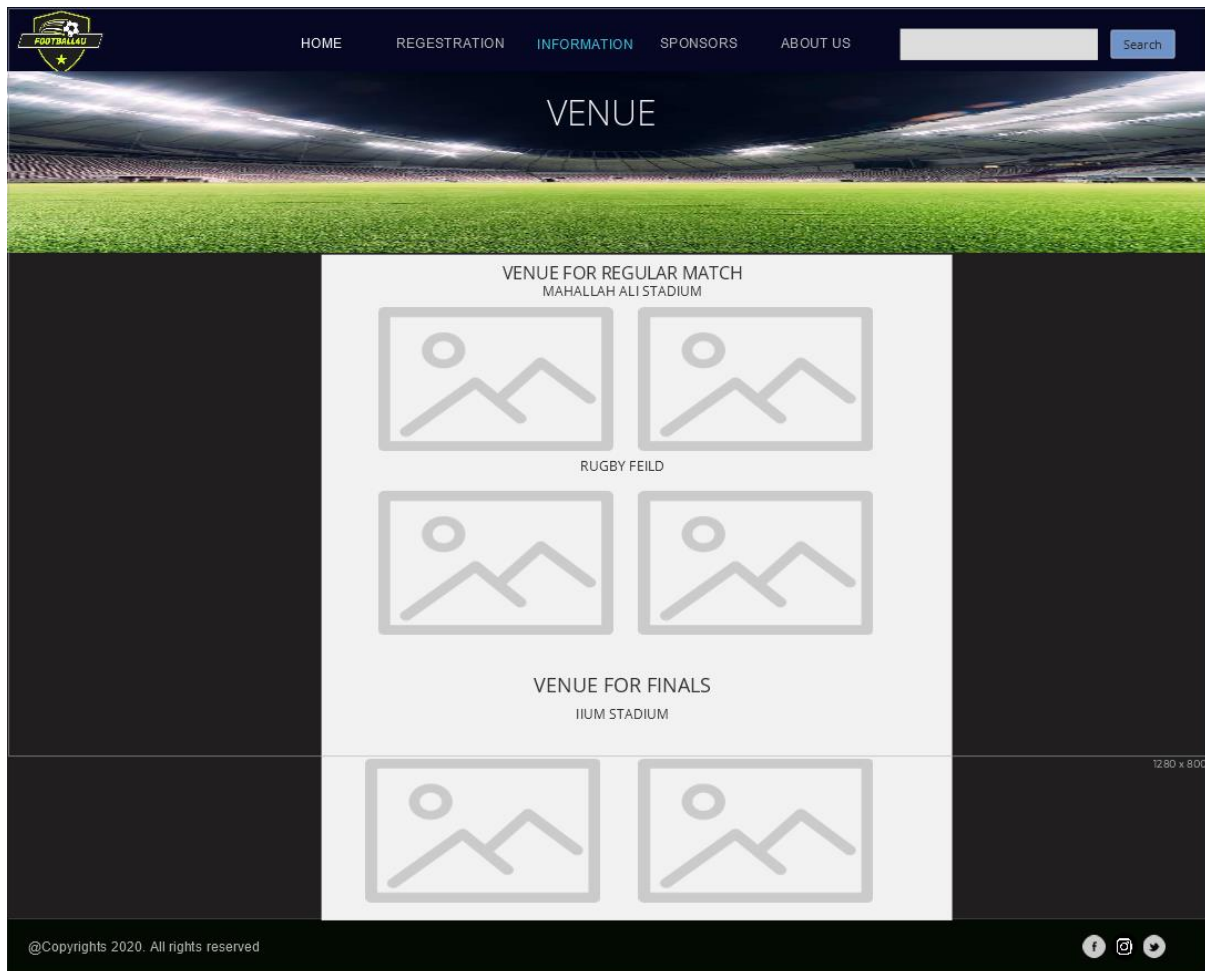

Figure: 8

9. Tables

- This page will show the schedule for the team to know what their home away team is.
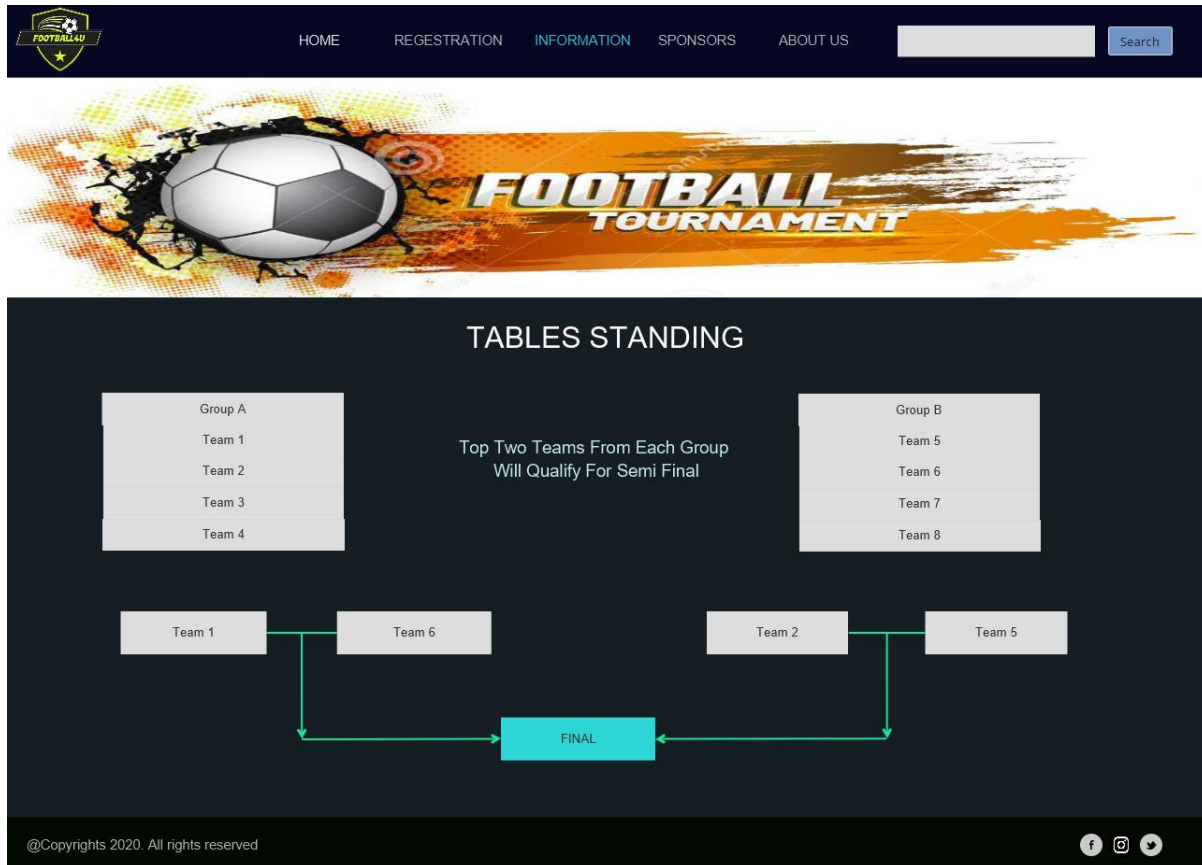- There are several tables will be used in this page to make it clear enough to understand for the users.

Figure: 9

10. Sponsor:

- This page we will put the sponsorship of this event
- We will use just their logo because most sponsors are already known in the world.
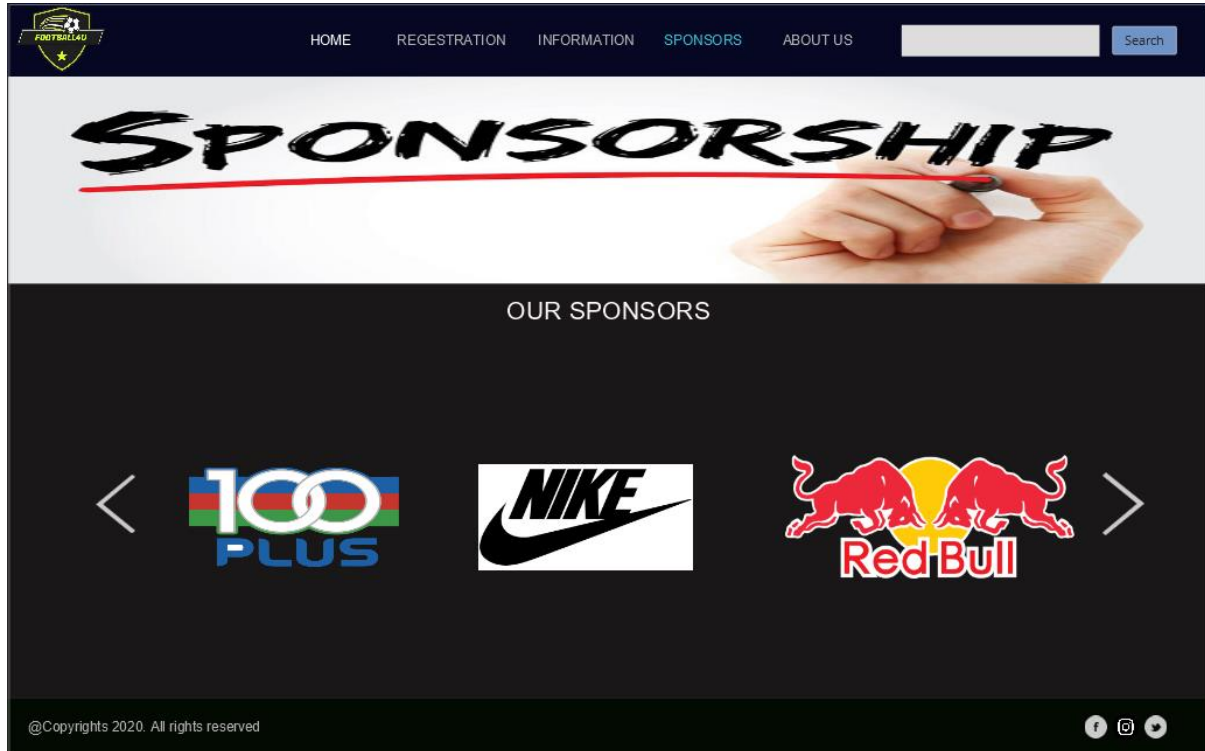- There is the slider to slideshow our sponsors.

Figure: 10

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11. About us

- This page will give information about the organizer that what the vision and mission of this event.
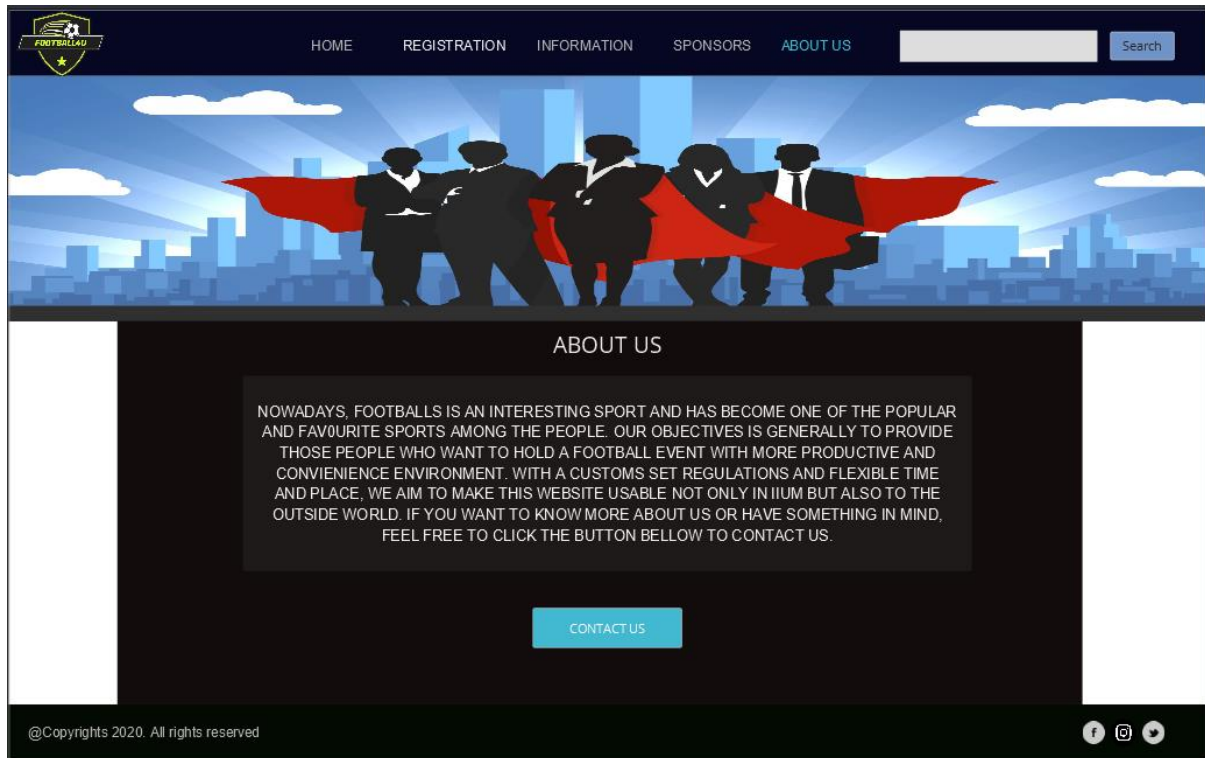

Figure: 11

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12. Contact us

- This page will have an input box where users can make any inquiries about this event. On the other hand, they also need provide some information about themselves for us to answer the inquiries later.

Tools Used

We used free app 'JustinMind' for the mockup.