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| Module/Assignment: www102/2 | Assigned: Friday October 7, 2022 |
| Title: Mastery of Mobile-First and Responsive Design | Due: Monday October 17, 2022, by 9:00am |
| | Value: 50 marks (50% www102 grade) |

Brief

One of your latest clients—a computer services provider based in Sudbury, ON—has asked you to build them a single-page, mobile-first, and responsive website.

Your client has provided you with a starter HTML file that contains all the textual content for their site, a folder of logos, and a folder with a small selection of high-resolution images and icons.

Requirements and Grading Breakdown

Considering the very different experiences when browsing on a cell phone, a tablet, and a larger device such as a laptop you should:

1. **Establish a foundation for your code** (6 marks): Demonstrate that you understand how to use either a CSS reset or Normalize. You should choose an appropriate web font (or fonts) and use throughout your site. In addition, you should establish a scale for your type and use it consistently.
2. **Make images adapt** (6 marks): Choose and use one of the provided logos in your header or navigation. Choose and use one of the photos as a bold header image that fills the viewport's width and takes up no more than 40% of its height. Use the remaining photos and graphics appropriately throughout your page—feel free to add your own too!
3. **Create layouts that work well on cell phone, tablet, and desktop browsers** (18 marks): Use media queries to change your layout as the viewport grows from small to large. The smallest experience should be a single column layout. Larger experiences should use an underlying grid of at least 4 spaces with a mix of column sizes.
4. **Design a navigation that adapts** (8 marks): Use media queries to change your navigation as the viewport grows from small to large. Your links should provide positive feedback for touch or mouse users.
5. **Use relative units of measurement** (8 marks): Use ems, rems, and percentage-based units of measurement throughout your CSS. Pixel-based values should only be used to fix compatibility or rendering issues.
6. **Demonstrate a clean and consistent coding style** (4 marks): Use comments and consistent indentation in your HTML and CSS.

5 Tips for Success

1. Ask for clarification if you are not sure about something you have been asked to do.
2. Thoroughly review the client's brief, requirements, and content before you start to code. When you have a design direction, start coding in your favourite editor.
3. Design with accessibility in mind – your finished site should be accessible to all.
4. Please do not use a pre-built responsive library such as Bootstrap or Foundation, or 3rd party responsive templates.
5. If you take “inspiration” from our class code, demonstrate that you understand how it works – make it your own.

Submission Instructions

Using FTP, upload your assignment files to the appropriate folder on your matrix server space (**matrix.senecacollege.ca/~your-user-id**), and create a link to it from your portfolio page.

If you have not submitted your assignment by the due date and time it will be considered incomplete unless you have submitted a late request and received approval for an extension.

Code Validation

Your file should contain only valid HTML and CSS code, as determined by the W3C validator. If you use invalid code, you must include a comment beside it explaining your decision. You will lose 2% (1 mark) for each uncommented validation error.

Late Policy

All late assignments will be given a grade of zero. For a full discussion please refer to the Late Policy at <https://web-design-development.senecacollege.ca/class/docs/late-assignment-policy.pdf>

Plagiarism

There are serious penalties for cheating and plagiarism offences, and you are expected to be aware of our Academic Honesty Policy. For more information, please refer to the Academic Policy at <https://www.senecacollege.ca/about/policies/academics-and-student-services.html>