COMPUTER SCIENCE - FUNDAMENTALS OF CODING

Discipline Code -- CSFOC 111233-12/13/14/15

FINAL PROJECT WORK WEIGHTAGE OF MARKS - 25%

Overview

This is the final submission of the semester, and is a group project. As part of this:

- Students have been divided into several groups per batch, such that each group has:
 - An equal number of proficient English speakers,
 - o An equal number of proficient coders,
 - An equal number of proficient documentation writers.
- Each group is required to:
 - Build a Python-powered website, in adherence with latest coding paradigm,
 - Present the said site in class, via a PowerPoint/Keynote/Impress presentation,
 - Write brief documentation for the said site,
 - Write clean-structured code for the said site.

Learning Outcomes

The purpose of this project work is to check the learners' ability to work in teams and their understanding of the overall subject.

Project Topics

Each group has been given a unique topic, albeit the theme in itself is common. All groups are required to create one small website related to a given sport/game. However, the key noteworthy points:

- Every site should be powered by Python and HTML/CSS, make judicious use of design elements, compliant with HTML5 standards. Doing less or more than this might result in penalty.
- Every site should be backed by a presentation to defend the work, and properly formatted documentation.
- Every team member should be able to individually answer questions of the instructor satisfactorily and without assistance from other teammates. In short, this is a collective team effort with individual responsibility.

Assessment Criteria

Your work will be assessed on the following metrics:

- Quality of code
- Overall presentation of the project
- Quality of visual aesthetics in design
- Use of Python modules, frameworks and libraries
- Judicious selection of UI and UX elements
- Quality of project documentation
- Question and Answer session after the presentation

You will not be assessed or rewarded and/or penalized on the following metrics:

- Grammatical errors, if any
- Factual accuracy of website, etc.
- Inability to host the site on a live server.

You are advised to refer to the modus operandi taught in the classroom, and to improvise upon the same.

You are also advised to refrain from plagiarism or copying of work. Lastly, you are advised NOT to post code in Canvas - questions and queries are welcome and encouraged in the discussions board. However, posting of code is forbidden.

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TOPICS

Prelude

Irrespective of your group and/or topic, certain common rules apply. ALL websites should have AT LEAST the following pages in terms of content:

- Home (Landing page)
- About the Game/Sport
- Rules of the Game/Sport
- Statistics/Teams
- Major Tournaments/Events
- Impressum (About the people who built the site, that is, your team)
- References/Sources (Creative Commons ONLY)

Beyond that, every website, irrespective of the topic, should have AT LEAST the following features:

- Properly structured documentation, with screenshots and code comments
- A menu to easily access the above pages

You are free to improvise in terms of design the way you deem fit. You are free to use supporting details/images from the web -- be advised, you are required to credit the sources properly, and refer to ONLY Creative Commons sources.

You are welcome to use Python frameworks such as Django or Pelican.

Group-wise Topics

Please refer to Canvas for your group number and details. See https://kazguu.instructure.com/courses/2530/groups#tab-514

- Group 01 Ice Hockey
- Group 02 Field Hockey
- Group 03 Cricket
- Group 04 Football (Soccer)
- Group 05 Rugby Union
- Group 06 American Football
- Group 07 Basketball
- Group 08 Baseball
- Group 09 MMA
- Group 10 Golf
- Group 11 Table Tennis
- Group 12 Chess
- Group 13 Formula 1
- Group 14 MotoGP
- Group 15 Tennis
- Group 16 Badminton
- Group 17 Squash
- Group 18 NASCAR
- Group 19 Wrestling
- Group 20 Boxing