# Mini Project 1 Design Doc

**Mini Project #1**

**Overview**

The first mini-project is designed to cover HTML/CSS/JS learned in the first 4 modules. The exercise on slide 95 of Module 4 is a good basic guide for the kind of thing that is required. Ideally the app will include multiple pages, some navigation, some interaction with an external data source, and include techniques such as animation, graphs, icons, fonts, templating, bootstrap, etc.   
  
**Expectations:**  
Have a new repo with your project one folder structure which contains your separate html files, your js files and your css files. if you'd like, you could add some test files if you have the time, but you wont be marked down for no tests at this point in time.  
  
**Project scope:**  
you are the lead for this, decide what content you would like to be delivering to your User.  
think about what hobbies you have, maybe you have an idea for an app already that you could start the barebones of in class.  
remember, you can use what you've developed in Project 1, for your following projects. so take that into consideration so you aren't building from scratch each project.  
  
Here is a list of public API's you could use for your website: [https://docs.google.com/spreadsheets/d/15iDpjqyBkSse9wcN7vvQvORBvX8P\_ivAjm-iKXp776Y/edit?usp=drive\_link](https://docs.google.com/spreadsheets/d/15iDpjqyBkSse9wcN7vvQvORBvX8P_ivAjm-iKXp776Y/edit?usp=drive_link" \t "https://classroom.google.com/u/0/c/NjY4MDM3NzM0NDEw/a/NjY4MDM3NzM0NTIx/_blank)

2nd API link: https://github.com/apibird/public-apis?tab=readme-ov-file  
  
**Tasks:**  
show and explain your design. use hand drawn sketches if you'd like, do a bit of a relational diagram like in module 4, would you like to level up your game? do a lo fi design via figma.  
  
2.) a website which can be run once i pull down your repo locally.  
i) when i run it, id like to see a couple of different pages of content.  
ii)some user interaction. ie, buttons, links, input fields, drop down lists. your choice.  
iii) data coming from somewhere. is there a public API that you could queue which gives you some data you can display to your User? if not, at least a file which contains your mocked data that you can simulate a query, then in your next project work, you could swap that out for a database + api server of your own.  
iii) some animation would be nice to see. doesn't have to be anything massive. maybe a sidebar that can "draw" in and out on the user click, or a button that flashes to pull the attention to the user.  
iv) in module 4, there is examples of using bootstrap, use this to add a base level of style to your project  
v) in module 4 there is examples of using a basic chart library. is there anything in your content that you could provide a very simple graph on?   
vi) plan out a bit of a talk on your project, what steps you had to take to design, to create, what factors did you take into consideration for your User experience and interface.

**Scope (Mininum Requirements)**

Design a webpage

* Incorporate Semantic Elements

**Mininum Viable Product**

Design webpage

* Build a HTML sitemap
* Build a HTML main page
* Build a JavaScript external file
* Design a lo-fi sketch
* Develop an animation loop

**Website Layout and Design (Lofi designs, )**

Figma

My API key for eBirds: 1ciu5vh0to4g