IDG1292
Final task

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Context

The department of design is committed to create a better and more sustainable future for all and, for that reason, it wants to endorse the [The UN Sustainable Development Goals (SDGs)](#) by creating awareness among children and youth.

In this work, you will have more freedom than in previous ones, but you must read carefully the requirements and do not forget the feedback from other assignments.

Your task is to create a website to:
● promote one of these goals
● create awareness among children and youth
● engage society to make changes

Task description

Pick one of [the sustainable goals](#) (explained in detail under the article "[Take Action for the Sustainable Development Goals](#)") and make a website that:

● introduces the sustainable goal and its importance;
● suggests a game to engage children in making the world a better place and contribute to develop that sustainable goal (you can target kindergartens and schools);
● enables users to (a) send feedback or new ideas for the game, (b) ask questions regarding the goals and/or the game and (c) share personal experiences regarding the topic;
● shows the contact information of the department of design

This is a very open assignment to give you the ability to be creative and to imprint your own identity and beliefs on the website.

Requirements

You have to make *3 pages* for this site. An index page, a contact page, and a game page. All have to be linked together in the menu. The pages will have, at least, 2 different page layouts. One for screens less than 600px and another one for larger screens.
Remember that you can't use frameworks such as bootstrap or foundation nor any other template or tool for scaffolding your project. However, you are allowed to use icon sets like Font Awesome, Material design icons or similar

General

This is what must be in all your pages.

- Media queries (must be responsive and have a mobile version)
- **Must be validated (remember to validate both HTML and CSS)**

Header:

- Menu, with links to your pages.
- Use the logo of the goal you have chosen.

Footer:

- NTNU logo
- Address, with google maps embed (https://www.embedgooglemap.net/en/)
    - Address: Raufossvegen 40, 2821 Gjøvik
    - Phone number: 61 13 54 00
- Your name, study program, and a link to the IDG1292 page. (Something like: "This page was created as part of the subject IDG1292 of the department of design by Ola Normann, student from BWU")

Pages:

First page(index page) must include:

- Information about the goal you have chosen
- CTA(call to action) to game

Explanation:

This is the first page you will see. Introduce the goal you have chosen, and explain why this is important to the world.
Make the page interesting, and make the user want to learn more. Create an interesting CTA (call to action) button or linked box, to make people want to click in to your game page.

Contact page:

Explanation:

This page will include a form where you can contact the page owners with suggestions for the game, or ask questions.

Form:

- Name (required)
- Email (email)
- Subject (required)
- Message (should have a bigger input field than the rest, and should be required).

Remember to use form field validations, like required fields, e-mail fields etc.

The game page:

- Introduction to your game
- How to play your game
- Social media hashtag

Explanation:

Make up a game for children that can be played in groups (not online). Create a game that will inspire children to want to change the world.

Use your creativity and what you have learned so far to create something unique. Your main goal is to engage people that visit the page to learn about sustainable goals and spread awareness.
Create a hashtag for your game, so that people can post on social media how they play the game, and how many points they have collected.

The game could be something like:

- A small table with tasks and points, which could look like this if you chose goal 12:

Task	Points
Collect bottles to recycle	3 per bottle
Pick up plastic from nature	10 per bag

- A dice game, where you throw a dice and for the number you get, you need to do a task to help with your goal. If you chose goal 15, the tasks could be "plant a tree", or

if you chose goal 14 the task could be "collect plastic from the sea".

- Or something like in these pages:
    - https://go-goals.org/downloadable-material/
    - https://2030sdgsgame.com/

These are just for inspiration. The games, points and rules are up to you, be creative!
Make children want to participate in the game, or collect points, and share it on social media with the hashtag you created.

Grading criteria

The assignment will be graded based on your ability to use HTML and CSS to create something coherent and well structured. Use all you have learned during the course.
The design and the proposed game and its originality will also be part of the final grade but in a small degree compared to the technical part.

You are free to copy & paste text related to the sustainable goals if you like, but do not forget to *refer to the original source*.
This assignment is graded based on all the concepts introduced in this course (flexbox and grid is allowed).

Here is a list of considerations you need to check before delivering this assignment:

- Add the proper metatags and title to the HTML to improve the SEO
- You have to use the proper HTML tags and elements for each situation (e.g.: a paragraph is what it is and therefore you should not break the <p> in different lines).
- You have to be efficient with your CSS code meaning that you should be able to reuse as many rules as possible if they are related. For example, if the web has different pages, all <h1> can use the same rule among all the pages (just as an example). Don't repeat yourself!
- Remember that HTML will be only used to structure the text and CSS for the presentation layer.
- You have to start from scratch meaning that you are not allowed to use html templates or other online projects to scaffold your application.
- Scaffold the project following a readable and well-structured hierarchy of folders considering the size of the project and its needs.
- Bootstrap or other frameworks are *not* allowed.
- You are in charge of the design, so this will be evaluated too (notice that animations are part of the design).
- The site must be "responsive" and, at least, it must have 2 different layout configurations: one for small screens (mobile phones, 600px) and another one for regular screens (laptops and desktop screens).

- Readable code (clean, clear, commented and well formatted).
- Use proper naming conventions for files (i.e., HTML, CSS, images, folders, etc.)
- English will be the language for coding and also for displaying the contents on the page.
- Do not use lorem ipsum text.
- Use free images (no copyright).
- Validate both HTML and CSS!

Delivery

You deliver in _inspera_.
The zip file, containing the complete website (i.e. you need to zip your root folder)

- The zip file must me named as "studentcode-o3-idg1292-2020" (for example, if your student code is 1357246 then the name of the zip file must be "1357246-o3-idg1292-2020".
- The zip will contain your whole project (i.e.: html pages, folders, assets, images, etc.).
- The readme.txt file must contain the "URL" of the live version of your site (i.e. the folk site). The live version of your site is the exact same website as you deliver, and must be published in your folk site via FTP (Filezilla).
- To avoid plagiarism issues, I recommend you upload the project to the folk site naming the root folder of your coursework using a random name.

Tips

- Feel free to add fonts and animations, as long as it looks professional.
- Feel free to use free pictures that you find online (e.g unsplash.com).
- Colors and design is up to you, but try to keep it to a certain color scheme.
- Feel free to read through the lectures and labs, write down the tags you want to use and use them. Try to use as many as possible, but make sure the page is still understandable and looks professional.
- In this assignment you can use flex and grid.
- Avoid using html for styling, just use css. Line breaks, space, width / height and text styling should be done only in css.
- Use the README.txt to explain any other relevant decisions
- Do not forget to ask for help if you get stuck! Send the student assistants an e-mail or contact them in Teams any time.

- And one last time, ***validate your code!***

Other links

https://sdgs.un.org/goals
https://www.pexels.com/discover
https://unsplash.com/
https://css-tricks.com/centering-css-complete-guide/
https://innsida.ntnu.no/logo-og-maler
https://www.ntnu.edu/studies/courses/IDG1292#tab=omEmnet
https://type-scale.com/
https://colorsinspo.com/
https://www.w3schools.com/html/html_form_attributes.asp
https://blogg.oktanoslo.no/5-eksempler-på-smart-bruk-av-cta-calls-to-action
https://jigsaw.w3.org/css-validator/
https://validator.w3.org
https://www.w3schools.com/html/html_form_attributes.asp