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**Introduction**

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, far-flung locations, unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of laddered approach.

The above truly pose as constraints especially for our students too! With their busy schedules, it is indeed difficult for our students to keep up with the genuine and constant need for integrated application which can be seen live especially so in the field of IT education where technology can change on the spur of a moment. *Well, technology does come to our rescue at such times!!*

Keeping the above in mind and in tune with our constant endeavour to use Technology in our training model, we at Aptech have thought of revolutionizing the way our students learn and implement the concepts using tools themselves by providing a *live and synchronous eProject learning environment!*

**So what is this eProject?**

eProject is a step-by-step learning environment that closely simulates the classroom and Lab based learning environment into actual implementation. It is a project implementation at your fingertips!! An electronic, live juncture on the machine that allows you to

* Practice step by step i.e. laddered approach.
* Build a larger more robust application.
* Usage of certain utilities in applications designed by user.
* Single program to unified code leading to a complete application.
* Learn implementation of concepts in a phased manner.
* Enhance skills and add value.
* Work on real life projects.
* Give a real life scenario and help to create applications more complicated and useful.
* Mentoring through email support.

The students at the centre are expected to complete this eProject and send complete project along with the documentation to eProjects Team

Looking forward to a positive response from your end!!

**Objectives of the project**

The Objective of this program is to give a sample project to work on real life projects. These applications help you build a larger more robust application.

The objective is not to teach you HTML/JavaScript/Dreamweaver/HTML5 but to provide you with a real life scenario and help you create basic applications using the tools.

You can revise the chapters before you start with the project.

This project is meant for students who have completed the module of ***HTML5***. These programs should be done in the Lab sessions with assistance of the faculty if required.

It is very essential that a student has a clear understanding of the subject. Students should go through the project and solve the assignments as per requirements given.

Kindly get back to eProjects Team in case of any doubts regarding the application or its objectives.

**Problem Statement**

In today’s busy and active world, quality time with family, friends and relatives is often overlooked, but picnics can be helpful in making up for some of this lost time.

Spending time together benefits children by providing security, love, and a sense of belonging. Taking time to talk with your children is a great way to connect with them and learn from each other. Regular communication can also give family members chances to plan other fun and engaging activities.

Fun games and little competitions are great ways to keep children occupied while engaging with the family.

Hence it is thought of developing a website which will provide variety of indoor/outdoor picnic games that can be enjoyed with all.

**Requirement Specification:**

The Web site is to be created based on the following requirements.

1. The Home Page should be created making use of Sections with a suitable logo, the header section can be added which will show images of various creative products.
2. The site must contain the links to navigate through any category for the information.
3. The games should be categorized according to the type of games indoor/outdoor
4. Also there should different be sections for
   * Kids
   * Males
   * Females
   * Family games
5. When a user selects any particular category, a list of available game options for that particular category will be displayed
6. All details about the selected game to be displayed as material needed, time required, how to play etc with the demo videos / instruction document ,also these should be stored in Individual Word documents which can be downloaded or viewed by the User who wishes to see the same.
7. Along with the games there should also be a section for a common iternery for small getaways with suggested locations.
8. Site Makers Contact us page: contact us details with location should be displayed using GeoLocation API (eg. GoogleMaps).
9. Navigation should be smooth and images should be clear.

**Hardware/ Software Requirements**

**Hardware**

* A minimum computer system that will help you access all the tools in the courses is a Pentium 166 or better
* 64 Megabytes of RAM or better

**Software *[Either or Combination as per Course/Sem]***

* Notepad/HTML editor/CoffeeCup
* Angular / Angular JS / React / BootStrap
* Dreamweaver / Figma
* MS IE / Chrome / FireFox / Netscape /MS Edge