30/11/2023

Advanced Web
Technologies –
SET09103 – Part 2

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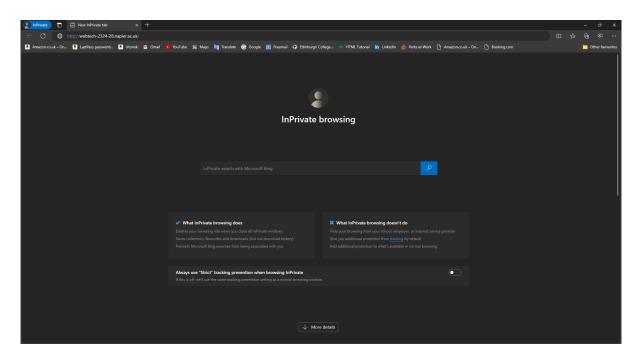
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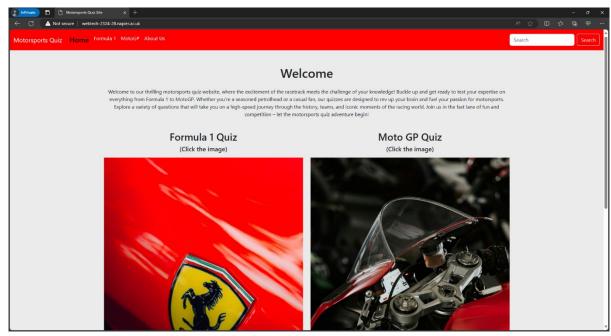
# 1. Project Details

Site URL: <a href="http://webtech-2324-28.napier.ac.uk/">http://webtech-2324-28.napier.ac.uk/</a>

Git Public Repository: <a href="https://github.com/aj8707/KAJosztAWTPart2.git">https://github.com/aj8707/KAJosztAWTPart2.git</a>

The site was tested and proved accessible as of the 1<sup>st</sup> of December, 2023. Microsoft Edge InPrivate window was used for testing:





## 2. Project Alterations

Due to the time restraint, I did not manage to develop the following requirements listed in the first part of the assignment coursework:

**Login System** 

**Database** 

**Admin Panel** 

### **Scoring System**

I was unable to develop the above items due to workplace responsibilities, hence time restraints.

# 3. Optional Project Enhancements

### **Login System**

A login system would provide users with security through authentication using password protection. This function is essential for a real-life project to protect personal data. It would also personalise the experience for visitors, showing their scores and details.

#### **Database**

A secure database is also essential for an up-to-date website. This would store personal data (and scores), which would only be shown on the site after authentication (password – login).

#### **Admin Panel**

Stakeholders are not usually developers. Hence, they will need an Admin Panel to update content on the site – another fundamental part of a modern website.

### **Scoring System**

A scoring system would create a more fun environment for players. A publicly accessible Score Board (as a new page) could list all the users who have played so far and compare their knowledge through the results.

### API

A Quiz API could provide a long list of questions regarding the website topics and ensure a rich and entertaining experience.

# 4. Project Challenges and Achievements

The project timeline was generous, with enough help provided to support students. However, during last year's placement, I was offered a permanent position within Balfour Beatty. My manager also supports my studies, although I need to work 30 hours a week to complete all the responsibilities and ensure high standards at work. Thus, I am currently trying to organise my schedule to pass the university modules and excel in my job.

As my job at Balfour Beatty is not web development or other sort of coding, it was challenging to get back to practice. I felt rusty at the beginning, however, I managed to overcome the difficulties and finished the web application on time. I know I chose an easy way of completing the module, yet I gained enough knowledge to understand the basics of the Python programming language.

The deployment of the site took me longer than expected. I struggled to upload my files to the university Virtual Machine; however, it was an amateur mistake not connecting to the correct Github account properly – another good learning curve that might benefit me in the future.

Altogether, it was an exciting module providing an opportunity to practice HTML, CSS, Bootstrap 5 and learn a new programming language: Python. I acquired basic knowledge regarding the Linux operating system, SSH protocol, Vim editor, Github, and more – several valuable skills for my career.