

This Project contributes 60% of Total CA Marks.

You may use HTML5, CSS, javascript and jQuery to complete this project. Submit the completed project folders and documentation files on or before **5 Dec 2016**.

Aims and Objectives

The aims and objectives are:

- To gain experience in designing website using the learned HCI knowledge.
- To learn the basics of HTML5, CSS, javascript and jQuery programming.
- To gain experience in developing User-centered webpages using HTML5, CSS, javascript and jQuery.
- To gain experience in using different GUI techniques to develop a user-friendly e-commerce web system for the e-business.

Introduction

This is a group project and should be done in teams of 2 students. On the project cover sheet you must state the contribution of each member using the format below:

Student ID	Name	Contribution	Signature
131234567	Chan Tai Man	50%	
135678901	Wong Tai Sin	50%	

Tasks Description

Electronic commerce, commonly known as **e-commerce**, is a type of industry where the buying and selling of products or services is conducted over electronic systems such as the World Wide Web.

Now, you are going to build a website for **BuyBestProduct Ltd**. Your target users are IVE students. You may narrow your user group by specifying which campus(es) you aim at.

In your project, you should analyze your users' characteristics, their buying behavior and then design a website tailor-made for them.

In this project, you are free to choose the products you are going to sell. However, your product range should have at least 2 different categories and each category has at least 8 different items. Larger product range is helpful for you to demonstrate more functions and animation so to increase your marks.

In general, your website should provide the following functions for the users:

A. Register as member / Login

Users may register as members to enjoy members' benefits such as gifts redemption. They use their usernames and passwords for login. Non-members may view and buy products as well.

B. View and search product information

Product information includes product's code, name, picture, availability etc. Search function based on different criteria is important for users to find the products they want.

C. Shopping cart & checkout

Users choose their products and put them in the shopping cart. Then, they checkout and finish payment afterwards.

D. Gifts redemption

Bonus points are rewarded to members every time they make a purchase. They can accumulate the bonus points for redemption of gifts later on.

In your project, try to add animation to each function so to make them look more interesting and attractive to the users. Data validation is required wherever necessary.

** Database design/implementation will not be included in the marking scheme. You may use JSON files or “hardcode” some data for demonstration purpose.*

System Documentation

A. User Analysis

You should carry out the User Analysis process before you start coding your website. In your document, you should include the following areas of research:

- User Characteristics
- Techniques for observing and listening to users
- Environment Analysis
- Recruiting Users
- Task Analysis (HTA)

B. Web Design Concepts

In the second part of the documentation, you should describe how you employ the web design concepts learned in the module and then implement them in your project.

In the document, you *must* capture relevant screen layouts for illustration. You should describe the Design Principles similar to the following table:

Design Principles	Description
Mental Model	
Affordance	
Content Organization	
Visual Organization	
Navigation	

Submission

Each group should submit the followings:

- A hardcopy contains the System Documentation.
- Upload your files (both programs and documentation) to Moodle.

Deadline: **5 December 2016**

Name : _____

Name : _____

Group: _____

Project Mark Sheet

1. Register as member / Login (10%)

Functionality and animation	5%	_____	_____
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Web Design	5%	_____	_____
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2. View and search product information (15%)

Functionality and animation	8%	_____	_____
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Web Design	7%	_____	_____
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3. Shopping cart and checkout (15%)

Functionality and animation	8%	_____	_____
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Web Design	7%	_____	_____
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4. Gifts redemption (15%)

Functionality and animation	8%	_____	_____
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Web Design	7%	_____	_____
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5. Overall (10%)

Consistency	4%	_____	_____
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Input Validation	6%	_____	_____
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6. Presentation (10%)

7. System Documentation (25%)

A. User Analysis (2% for each area)	10%	_____	_____
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B. Web Design Concepts (3% for each principle)	15%	_____	_____
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Total :	_____
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