Project Case	
COMP6176 Human and Computer Interaction	**BINUS** **UNIVERSITY** **Software Laboratory** **Center**
Computer Science	**E202-COMP6176-WU04-00**
Valid on *Even Semester Year 2019/2020*	**Revision 00**

1. Seluruh kelompok tidak diperkenankan untuk:
   The whole group is not allowed to:
   - Melihat sebagian atau seluruh proyek kelompok lain,
     Seeing a part or the whole project from other groups
   - Menyadur sebagian maupun seluruh proyek dari buku,
     Adapted a part or the whole project from the book
   - Mendownload sebagian maupun seluruh proyek dari internet,
     Downloading a part or the whole project from the internet,
   - Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,
     Working with another theme which is not in accordance with the existing theme in the matter of the project,
   - Melakukan tindakan kecurangan lainnya,
     Committing other dishonest actions,
   - Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.
     Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.

2. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.
   If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be "Zero"

3. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.
   Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted

4. Jangan lupa untuk melihat kriteria penilaian proyek yang ditempel di papan pengumuman, atau tanya asisten anda.
   Don't forget to look at the project assessment criteria that posted on the announcement board, or ask your teaching assistant.

5. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:
   Marking percentage for this subject is described as follows:

Tugas Mandiri *Assignment*	**Proyek** *Project*	**UAP** *Final Exam*
40%	60%	-

6. Software yang digunakan pada matakuliah ini adalah sebagai berikut:
   Software will be used in this subject are described as follows:

Software
Software
Adobe Photoshop CC 2018
Visual Studio Code
jQuery 3
Firefox / Chrome

7. Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri dan proyek untuk matakuliah ini adalah sebagai berikut:
   File extensions should be included in assignment and project collection for this subject are described as follows:

Tugas Mandiri	**Proyek**
Assignment	*Project*
PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS	PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS, JS

Soal
Case

Rainbow Seven Siege

Rainbow Seven is a game developed by **Ubipost**, recently they released the 51st and 52nd operator for their game. With the new upcoming updates on the game, the company also wanted to update their website. Your task is to **create a logo** and **a promotional website** that represent the new upcoming updates. You also need to consider the design for the website so the **user can pre-order** and **sneak peek about the new update** of the game.

The requirements for **Rainbow Seven Siege's website** are described as follow:

1. **Rainbow Seven Siege** needs a new **logo** that represents the image of the game that is susceptible to the game's season and operators. Consider the **customer segment, shape and colors** when designing the **logo**. The logo will be created using **Adobe Photoshop**, ensure that no layers are **merged**.

2. **Ubipost** wants you to design the blueprint of your homepage first before starting the development of the HTML files. The blueprint will be created using **Adobe Photoshop**. **Ensure the blueprint that you create matches the website that you will create later**. The homepage blueprint must contain **header, navigation, content, and footer**.

3. **Ubipost** wants its website to provide information about its game, such as a **list of maps** and **characters** in the game.

4. **Ubipost** wants you to build an attractive, appealing and functional website. Furthermore, **Ubipost** wants you to create a website with a **responsive design**. **The website should be accessible by phone**. To achieve that, use **5 kinds of CSS property** and **JavaScript**. Use **Meta viewport tag** and **media screen rule** that will be applied if the screen is **below 800px** screen.

5. The website consists of 5 main pages. They are **Home, Quarantine, Operators, Maps, and Pre-order.** You need to create a **navigation menu using Drop down** menu using **CSS**. Here are the requirements for the website:

   - **Home**

     Ubipost wants to have an **image slider** on this page **using JQuery** to **show all previous seasons events and currently running events**. On the home page, you also need to provide some information such as the latest news from previous updates and upcoming updates.

   - **Operators**

     Ubipost wants you to make a page that shows the **information of the characters** called the operator that can be chosen in the game. The information that should be provided is at least the

character's name, character's images. You are also **free to add another component** such as the character's story and character's specialty.

- **Maps**

    This page provides **information** about **available maps** that are included in **Rainbow Seven Siege**. Each map has information that should be provided, such as the **map's image** and **title**.

- **Quarantine**

    This page provides information about the new mode inside the game called **Rainbow Seven Quarantine**. The **information** that **should be provided** such as **teaser images**, a **brief description of the new modes**, **release date**, etc.

- **Pre-Order**

    Ubipost wants you to make a page that helps the user to pre-order the game. User needs to submit some personal information such as **username**, **email**, **password**, **address**, **number of copies**, **type of the game** and **Terms and Service agreement.** You are also asked to create **5 types of validation using JavaScript** and **don't use a regular expression.**

Guidelines:

a. Design your website by observing the principles of **human and computer interaction**. Set up your site as creative as possible but still strive for **consistency**.

b. The **logo** and **blueprint** (only **homepage)** must be designed using **Adobe Photoshop CS3** and make sure **no layers are merged**.

c. Consider the **color**, **font**, **image**, **size,** and **layout** that you use to design the logo and website.

d. All **pages mentioned in the requirement** should be created **based on your template design**.

e. Use only **external CSS**. **Internal** or **inline CSS** will not be **marked**.

f. Use **CSS box positioning concept** to design your web structure**, do not use table for the layout.**

g. Consider the language you use, including spelling and grammar, feel free to choose either **Bahasa** or **English**, but you cannot have both at the same time.

h. Use **Mozilla Firefox 22** or above version to check design compatibility.

i. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets** and **mobile devices**.

j. Organize your files with subdirectories.

k. Include references (link from a website, book) that you use in creating the website.

Must be collected:

1. Logo (*.psd).
2. Web template for **homepage** (*.psd).
3. Website (*.html / *.htm, *.css, *.js).

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
3. Include the other files that can support your project, such as:
   - All files in your project
   - Other files (image, audio, video, etc.) used in your project
   - *.DOC file (documentation of your project) that contains the reference links of additional files (image, audio, video, etc.) used in your project
4. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score

If you do not understand, please ask your assistant!