FULL SAIL
UNIVERSITY

scripting for web applications

2

programming for web applications 2

PWA2 / WDD344

courseDirector

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about course

- Month-long Application Project
  - *Today's slides contains all the Project Requirements*
- Phase driven milestones
  - *Discovery, Design, Prototyping, Development*
- Lectures
  - *Exploration, practice, group coding*
- Labs
  - *Project time to meet milestone deadlines*
  - *Project code from scratch*

week 1

- Lecture 1
  - Project Overview & Requirements
- Lecture 2
  - Choosing a Framework / jQuery Core / jQuery CSS
- Lecture 3
  - jQuery: Selecting, Traversing & Manipulating HTML

week 2

- Lecture 4
  - jQuery: Events & Effects (Animation)
- Lecture 5
  - jQuery: AJAX, Templating
- Lecture 6
  - jQuery UI extras / Drag & Drop

week 3

- Lecture 7
  - Developing Plugins (Accordian) / How-To Minify a Plugin
- Lecture 8
  - More Live Demo on Coding a Plugin (Slider, JFollow)
- Lecture 9
  - Same Orgin Policy, JSONP, Live Demo

week 4

- Lecture 9
  - jQuery & Facebook
- Lecture 10
  - jQuery & Twitter
- Lecture 10
  - Finish Project

PWA-2 Grading Rubric

milestones

final turn-in

Item	%
Project Pitch	5%
Creative Brief / Branding / Logo	10%
Site Prototype *(html/css)*	5%
Development Milestone *(javascript)*	5%
Inclusion of 5 media center items	5%
Aesthetics & Usability *(finished site)*	20%
Functionality *(finished site)*	40%
Professionalism	10%
See the entitled “All Rubrics” in the Announcement section in FSO	

PWA-2 DUE Dates

Item	Due Dates
Branding / Logo	08/05/13 - After Lab on the First Day
Project Pitch	08/09/13 - Before Lecture on 3
Creative Brief - Finished Document	08/12/13 - Before Lecture 4
Site Prototype *(html/css)*	08/16/13 - After Last Lab of the 2nd Week
Development Milestone *(javascript)*	08/19/13 - Due End of Lab 7
Inclusion of 5 media center items	08/28/13 - Last Day of Class After Lab
Aesthetics & Usability *(finished site)*	08/28/13 - Last Day of Class After Lab
Functionality *(finished site)*	08/28/13 - Last Day of Class After Lab
Professionalism	The duration of the course
Class Participation	The duration of the course

the **Project**

task manager

- web application using client-side and server-side technologies
- full user system *(registration, login, logout. stateful sessions)*
- rich interface requirements
- highly ajax driven content

technologies

- jQuery core
- jQuery UI extensions
- php / mysql *(server environment MAMP)*

project.Inspiration by.Students

clients / wizkids / tasks

due soon

Player Connect UI
Wizkids
Assigned: Mike Smotherman
Updated: 6/1/10, 2:30pm
Due By: 6/6/10

Heroclix Classics
Wizkids
Assigned: Mike Smotherman
Updated: 6/1/10, 2:30pm
Due By: 6/9/10

Marquis Grain Design
Marquis
Assigned: Mike Smotherman
Updated: 6/1/10, 2:30pm
Due By: 6/30/10

Description

John requested that the player design comps resolve questions about feature setups including player matching.

Task Needs

- design player UI
- player meetups
- login and logout screens
- account settings pages
- find games in your area
- fully integrated game scheduling calendar system

Marquis

Justin Ziran
justin.ziran@wizkidsgames.com
555-555-5555

Status

urgent | active | delayed | done

Dossier
CodeInfused
Assigned: Mike Smotherman
Updated: 6/1/10, 2:30pm

the project
feature requirements

The following feature sets are **not** optional
These requirements account for 70% of the Project grade

Design Requirements:

1. **Size:** *design must fit in a 960px schema*
2. **Branding:** *must be unique (not a redesign of an existing product)*
3. **Compatibility:** *must function in firefox, safari, chrome*
4. **Content:** *NO lorem ipsum*
5. **Features as Design:** *should be as rich as you can design... you are not required to program every design element that you create (only the requirements are required)*

Landing Page:

1. **Login:** *form with username/password and button.*
   - *Inputs must be revealing (goes blank on focus, put default back on blur)*
   - *Must give user an error message on a bad login attempt (do NOT use a popup)*

2. **Welcome content:** *introduce the user to the application, entice them to want to join your service.*
   - *Content about what your application provides*
   - *Feature list*
   - *Plans / Pricing (optional idea, if "FREE", use that as an advantage point)*

3. **Registration:** *quick-registration CTA, make it easy for users to join*
   - *Could be a popup, or separate page, or built into the Landing Page*
   - *Error messages on bad register (i.e. username or email is already taken)*
   - *On successful registration, automatically load the application view*

Minimum Fields	username	password	email

Project Page:

1. **Project List:** *interactive list of Projects for the logged in user*
   - *Minimum Project Details:*
     - *Project name,*
     - *Description,*
     - *Due Date*
   - *Status: (per status) urgent, normal, delayed, finished*
   - *Priority: (optional field) can be used for any custom need in your project*

2. **New Project:** *add a Project*
   - *Same data as above*

3. **Edit Project:** *edit a Project (form or edit-in-place)*
   - *Same data as above*

4. **Log Out Link**

Tasks Page:

1. **Task List:** *interactive list of tasks for the logged in user*
   - *Minimum Task Details:*
     - *Task name,*
     - *Description,*
     - *Due Date,*
     - *Project name*
   - *Status: (per status) urgent, normal, delayed, finished*
   - *Priority: (optional field) can be used for any custom need in your project*
2. **New Task:** *add a task to a project*
   - *Same data as above*
3. **Edit Task:** *edit a task (form or edit-in-place)*
   - *Same data as above*
4. **Log Out Link**

the project

your choice of features

The following feature sets **ARE** optional

You **must** choose at least 3 extra features

(this list is just ideas, you can be creative and make your own!)

These features account for 30% of the Project grade

Optional Feature Ideas:

- Clients (do all 3)
  - List, Add New, Edit
- View & Edit Your Account Info
- Color Coding
- Timeline View *(or Calendar View)*
- Drag & Drop *(meaningful implementation)*
- Dashboard page *(first page when logged in, summaries, calendar, etc)*
- Internal Analytics *(advanced dashboard idea)*

project.Milestones

- # Branding Concept
  - **Due: End of Lab 1**
    - Must have project branding and logo concepts finished.
    - Turn your deliverable into your PWA2 Repo. Name your file: **“lastname_firstname_branding.pdf”**
    - Worth 10% of your Creative Brief’s grade

- Project Pitch
  - **Due: Beginning of Lecture 3.**
    - Turn your deliverable into your PWA2 Repo.
      - Name your video file: “**lastname_firstname_pitch.mov**”
      - Name your document file: “**lastname_firstname_pitch.pdf**”
    - Worth 5% of your creative brief’s grade

- Final Creative Brief
  - **Due: Before Lecture 4**
    - Must have **ALL** of your CB Design Deliverables completed
    - Turn your deliverable into your PWA2 Repo. Name your file: **“lastname_firstname_CB.pdf”**
    - Worth 10% of your grade

- # HTML/CSS Prototype
  - **Due: Last Lab of the 2nd Week**
    - ALL HTML/CSS markup completed, *no JavaScript* in deliverable.
    - Filler content *(**not** lorem ipsum)* used inside design to test html/css
    - *Create ALL the HTML/CSS in advance, utilize the Functional Specs to see what type of markup you may need to create for each component of the website.*
    - Worth 5% of your grade
    - Turn in your deliverable to your PWA2 Repo, in a directory name “**prototype**”. ALL HTML and CSS files for your ENTIRE site must be included.

- # Development Milestone
  - **Due: Due after Lab 7**
    - At minimum:
      - registration page
      - login/logout menu
      - login action removes the *landing* UI and creates the *application* UI
      - logout action removes the *application* UI, and creates the *landing* UI
    - Turn in your deliverable to your PWA1 Repo, in a directory call “**development**”. ALL files for your ENTIRE site must be included.
    - Worth 5%

- # Final Delivery
  - **Day 11 : DUE End of Lab**
    - Utilize MAMP for build testing.
      - *make sure you are testing via http://localhost:8888*
    - M*ake sure you deliver all your files (images, css, and js).* Also, make sure you have included your 5 media center items.
    - You will need to include your database, if you updated your database tables.
    - Turn in your deliverable using your PWA2 Repo, in a directory named "**FINAL**".
    - Worth 65% of you grade

creative brief

deliverable milestone

Creative Brief requirements:

- *Use your branding/identity as a cover letter to the document*
- **Table of Contents**
- **Description Page** *(project description, audience)*
- **Branding Concept** *(plus alternates and usage guidelines)*
- **Flow chart**
- **6 Wireframes** *(details on next slide)*
- **6 Design Comps** *(details on next slide)*
- **Style Guide** *(details on next slide)*
- **Project Timeline** *(milestones and personal goals. Need at least 12 milestones for the project)*
- **Optional Items** *(list of the 3 optional items you will be implementing into your project)*

- Worth 10% of your grade

Design Deliverables in CB *(these are parts of your single CB pdf)*

- **6 Wireframes:** *Wireframes should be high fidelity (show ALL content & space pixel sizes, descriptions where functionality & error messages will go)*
  - Welcome Landing Page
  - Application - Project & Task Listing Page - **1 view each w/ expanded view**
  - New Project & Task Page
  - Registration Page

- **6 Design Comps:**
  - Same 6 pages as wireframes
  - Finished designs, ready to slice, ***no lorem ipsum (use real content)***
  - Show where the error messages will display

- **Style Guide:**
  Color guide for site
  CTA example with normal and hover state
  Link & Button colors and styles
  Content font sizes and colors

Creative Brief *(Example Outline)*

- 1. Cover page - Show Branding
- 2. Table Of Contents - with Page Numbers
- 3. Brief Descriptor - Describe The Goal of the Application, Target Audience, etc...
- 4. Logo Design
- 5. Color Scheme
- 6. Type Treatment (font, size, color, etc..)
- 7. Copy Text / Copy Links / Buttons / Hover / Tool tips / etc...
- 8. Flow Chart
- 9. Six Wireframes (show content, pixel sizes for everything (i.e gutters), description where functionality will go) (see slide 29)
- 10. Six Design Comps (see slide 29)
- 11. List of the 3 Optional Items to be Included in your Project
- 12. At least 12 Milestones of your Project Items

Helpful Project Resources:

Website	*Description*
fontsquirrel.com	Convert fonts into web-font usable formats
css3please.com	Helps create cross-browser css3 styles (even IE)
css3pie.com	Enables border-radius and shadows in IE
subtlepatterns.com	Slick repeatable backgrounds
stripegenerator.com	Creates repeatable striped backgrounds
ajaxload.info	Loading graphic generator (gif format)
freeiconsweb.com	Because icons make the web pretty
speckyboy.com/2012/02/13/	MOAR ICONS
css3button.net	Um, awesome?
colorzilla.com/gradient-editor/	CSS3 Gradient Generator

project.**Inspiration**

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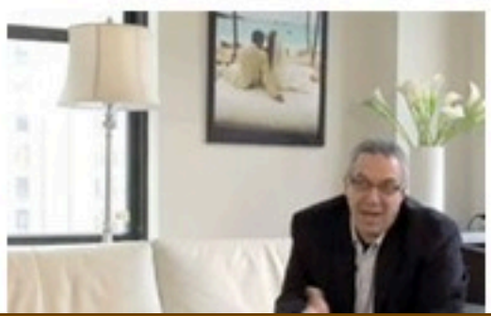

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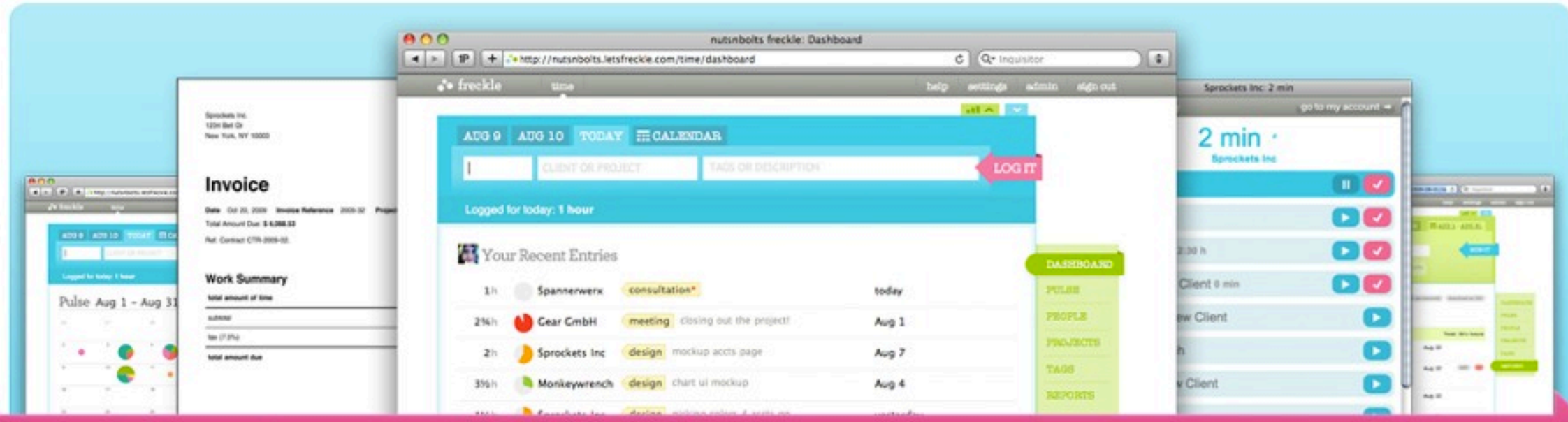

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what people say...

*Freckle just makes you **want** to keep track of your time.*

— Smashing Magazine

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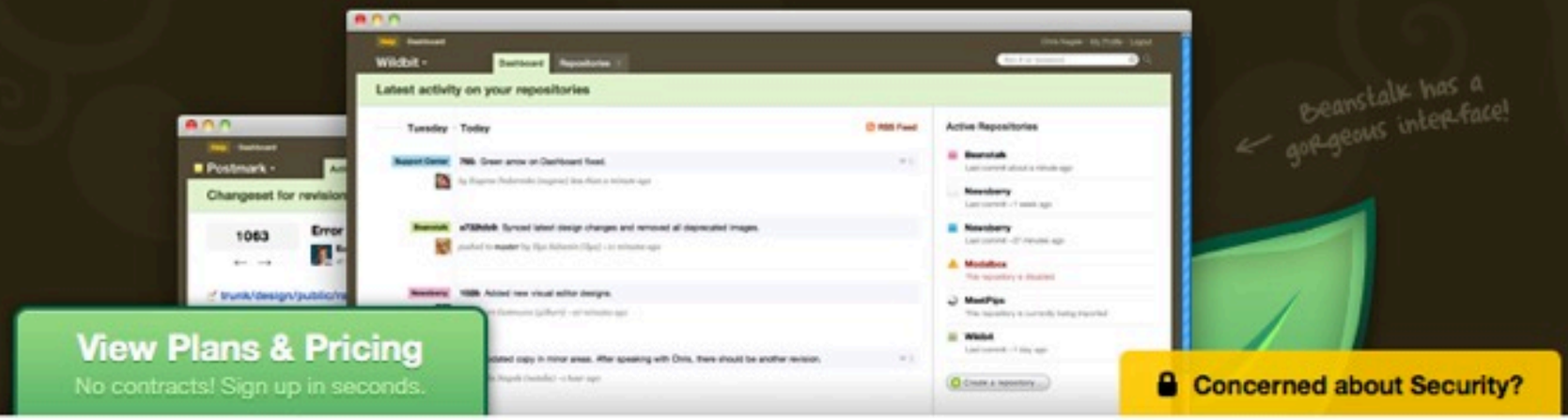

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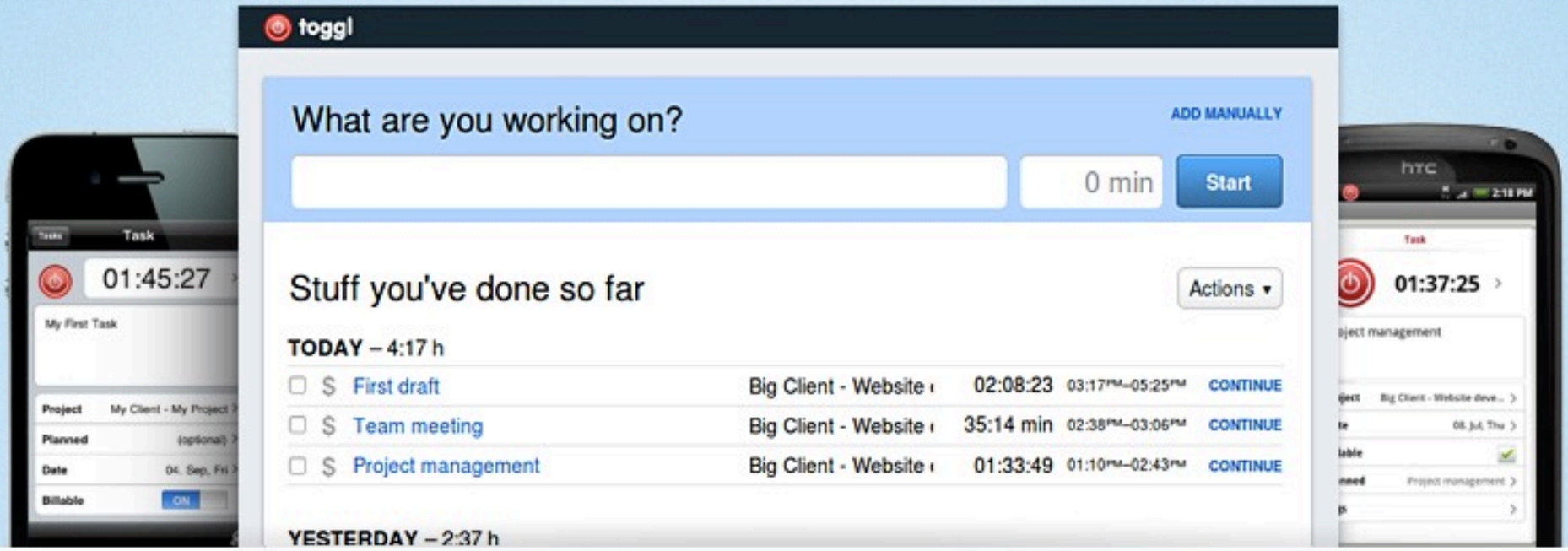

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Lab 1

lab resumes 1 hr after lecture

- **Start branding & logo design**
- **Brainstorm your feature ideas** *(the 3 additional features)*
- **When done:** *begin working on your Creative Brief*
- **Branding due at end of lab**

- Turn in your deliverable using GIT. The file must be named: **"lastname_firstname_branding.pdf"**