Web Development – Mr. Turner

Catalogue Engine

**Project Overview**

An engine is code that will work dynamically for a general purpose and can be expanded to handle specifics of need be. The Catalogue Engine will be able to read in data strings and produce a catalogue on screen of all of the items.

**The Page**

You will receive a file including some sample data for a video game catalog. The data will include constants representing the positions of different pieces of data. It will then include a string that includes all of the items in the catalog.

* Each item in the catalog is delimited by a semi-colon.
* Each property of each item is delimited by a comma.
* The first property is *always* the image filename.
* The second property is *always* the category.

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**Programming Requirements**

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| * You must code your own HTML and CSS. Use of a drag and drop interface or the usage of code downloaded from the internet is not permitted. |
| * Use of deprecated code is not permitted. Use an HTML 5 reference as your guide. |
| * You must comment your name into the top of every page. |
| * Your code must be structured in a consistent and legible manner |
| * Your text must be organized through the use of sectioning tags (div, span, p, h1 – h6). Tables are acceptable for data but not for page design. |
| * Your interface must be smooth and easy to figure out for a client. |
| * Your pages must be formatted using CSS. |