

Overview

Members and their roles:

- Azat Malgazhdar (team leader)
- Akzhunis Zhagal
- Nazir Kozhabayev
- Bakytzhan Rakhmetulla

In addition to offline meetings, our group used Discord to communicate and discuss the project. We believe that this project can help us understand our capabilities and may become a good portfolio in the near future. Motivation was different for each member in the group . Generally we interested in making wonderful web pages and to get high scores.

Target audience/market: Football lovers

Project goals and team interests

Project goals:

- create a website that will show the winner of the match
- find out how many goals the players have scored.

Team interets:

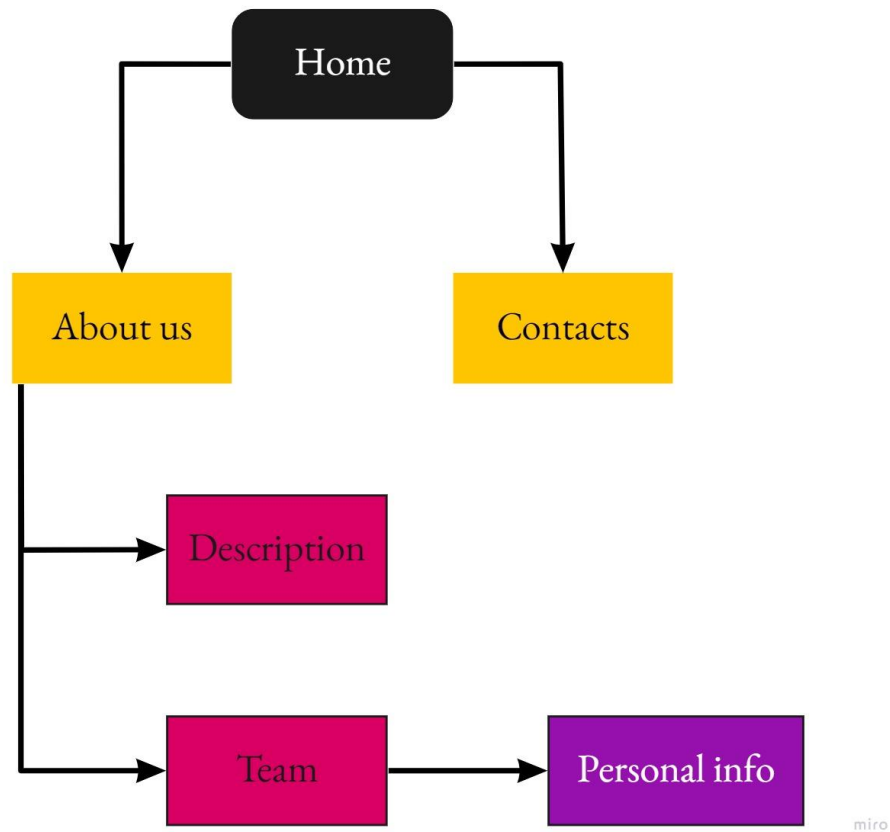
- Learn about HTML tags and CSS, by creating website related football.
- Develop a thorough understanding of web design fundamentals.
- Collaborate with various members of the group to improve teamwork abilities.

Phases

- Phase 1 – Basic football website with HTML.Improve the appearance, add styles.
- Phase 2 – Working on the main functionality using javascript.
- Phase 3 – Provide documentation to mark the steps and make decisions.

Content structure

From the Main page “Home” users can go to the next page “About us”, and to the footer of each page “Contacts”



Content types

- **Page 1:** Home.Content type: Players lists, goals, result.

ASTANA IT UNIVERSITY

Home About us Contacts

TEAM 1 LIST

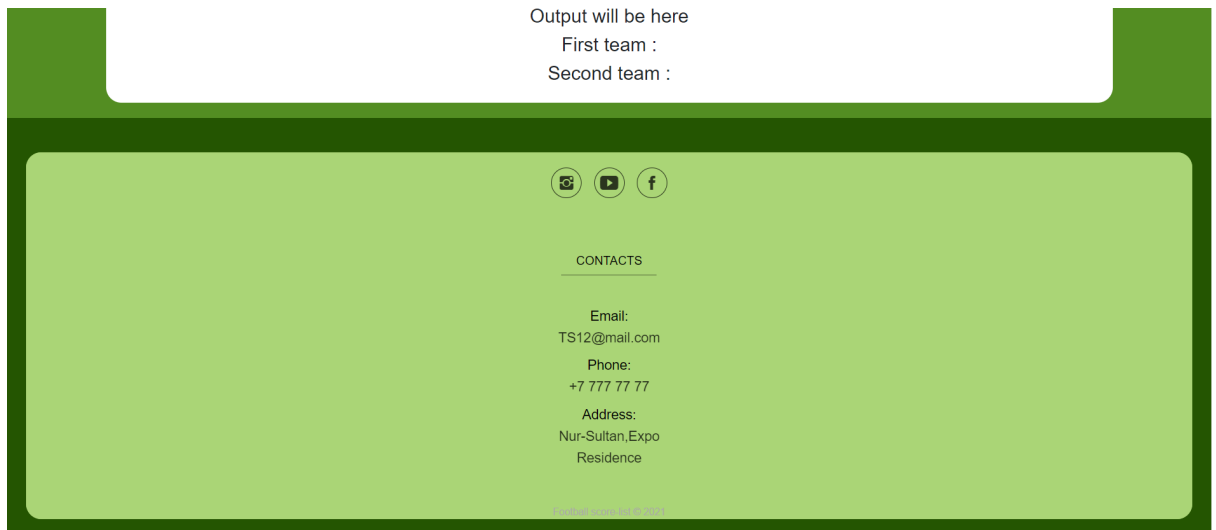
TEAM 2 LIST

How many goals scored the team 1:

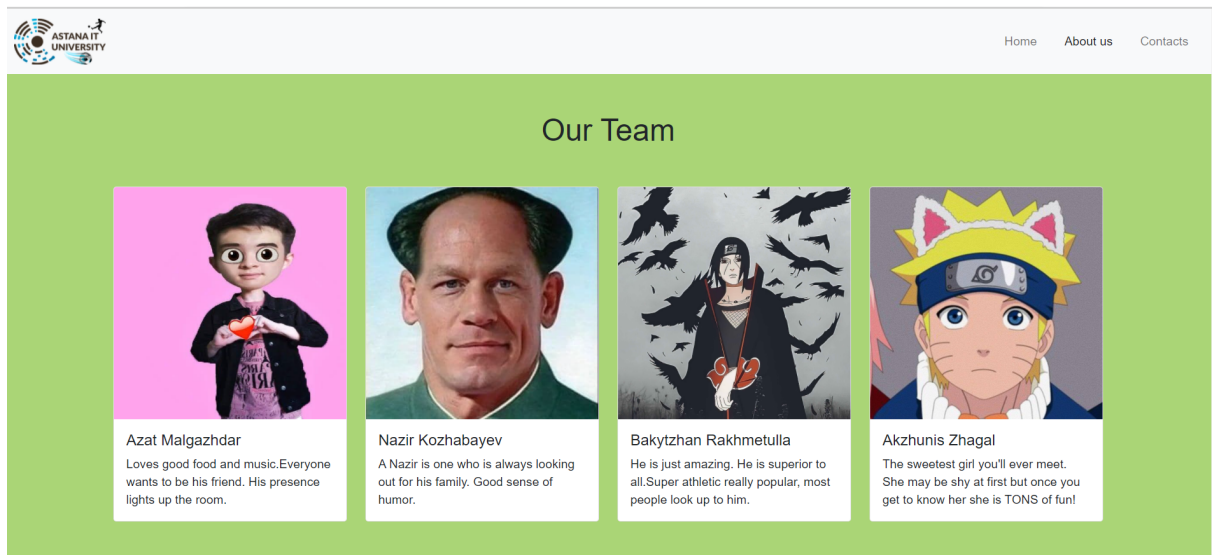
How many goals scored the team 2:

Show Score

Clean



- **Page 2:** About us. Content type: Briefly information about team members.



Design

- **Reference links**

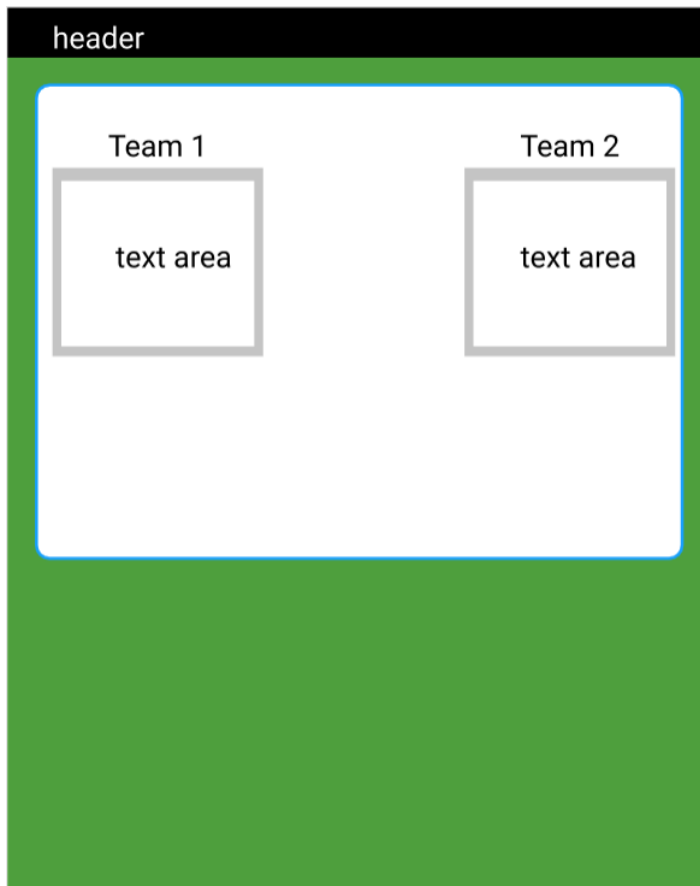
<https://getbootstrap.com/>
<https://www.w3schools.com/>
<https://www.w3schools.com/js/DEFAULT.asp>
<https://miro.com/>

- **Image files**

<https://www.enjpg.com/itachi-4k-5/>
https://pbs.twimg.com/profile_images/1427715634738208774/_yuPWpNo.jpg

- **Sketch files**

- We provide sketches on Figma



Functionality

The first functionality is a navbar, which allows us to browse between sites and site blocks. The next one is the main functionality is finding the winner after entering the data about the team and its goal score. After clicking the button using DOM manipulations, the results will be displayed on the main page from the bottom of the field. We have listed several options for the outcome when there may be cases of one team winning or a draw. And also took into account the rule of the game which states that the number of players in the team should not be more than 11 or less than 7.

Hosting

1. Create new repository
2. Give a name and set as a public
3. Upload files

https://github.com/azat0921/final_project.git

Accessibility

The content is more well-organized. The design is straightforward and uncomplicated. The text is easier to read.

In the website we created an algorithm that shows which team is the winner and predicts how many players have scored at the game.

Deadlines

November 22, 10:00

Summary

In general, our website's goal and actions are straightforward: Players are entered and scores are submitted, displaying how many goals each player has scored (randomly). We feel we have obtained the desired outcome. We may still have a lot to learn, but the end product is satisfactory. We didn't have any conflicts with each other at work, but it doesn't mean we didn't have any problems. These were unknown difficulties, like how difficult it was to construct algorithms in js.