Web Programming Project

Assignment 1

The goal of the project is to create a simple *online shop*, in parallel to the *Web Programming* course. The idea is to create a simple web shop with customizable products of your choice (cars, computers, pizzas, . . .). Starting from simple HTML pages, some additional features will be added every week. At the end of the course, the shop will provide customizable menus, detection of returning customers, user accounts, database driven product lists, shopping carts, administration access, multi-language support, and much more.

1. Basic Concept

Work out a concept for your web shop. The most important decision is about the type of products you want to sell (e.g. computers). Try to find something, which allows you to classify the products into a small number of main categories (e.g. desktop computers, servers, notebooks, PDAs). Some of the products should have additional options or extensions (e.g. 2GB/4GB/8GB RAM, 250GB/500GB/1TB HD). Work out a precise list of categories, products, options, and prices. The total number of different products should be about 20. Choose an imaginary name, address, and logo for your company or shop.

2. General Design

Make a sketch of how your web shop should roughly look like. Divide the page into different areas and give them names. The page should at least contain areas to display

- the main content of the actual page,

- the navigation main menu,

- information about new releases or special offers,

- customer related information (shopping cart, user id, . . .),

- information about the current location within the site.

Specify a site map, i.e. a hierarchical list of pages. Think about the navigation between these pages and the workflow for potential customers.