

HTML5 & CSS3

Class 07

Today's Agenda

1. Discuss homework & Git questions
2. Intro to Project Planning
3. In Class Project
4. Discuss Homework Project
5. Start Homework Project

Project Planning



Steps

1. User Stories
2. Site Architecture
3. Layout Sketches
4. Task Division
5. Task Completion
6. Testing

1. User Stories

- What is the purpose of your site?
- Who will your users be?
- What will they want to accomplish?

"As a <type of user>, I want <some goal> so that <some reason>."

2. Site Architecture

- What information will be displayed?
- How will it be organized into modules and pages?
- How will the pages be linked together?

3. Layout Sketches

- Sketch the arrangement of modules/information on each page.
- Think about arrangement in small, medium, and large contexts.
- Include headers, footers, and nav elements that may be present on every page.

4. Task Division

- Write up all the tasks you think will need to be done to complete the coding and testing of the site.
- Tasks should be the **smallest possible pieces** of work, ie: “HTML for homepage header”, not “HTML for the homepage”
- Groups discuss who will complete each task.

5. Task Completion

- Do the work!
- Keep track of which tasks are done, in progress, and as yet unstarted.

6. Testing

- Manually test each piece of functionality as it is completed.
- Use every browser and device you have available to you.
- Be especially aware of new HTML5/CSS3 items that may not have full browser support.

Communication:

Google Hangouts - <https://plus.google.com/hangout>

CodePen - <http://codepen.io/>

Sketching:

SketchToy - <http://sketchtoy.com>

SketchPad - <https://sketch.io/sketchpad/>

Project Planning:

Trello - <http://trello.com>

“Client” Project



The Plan

Together, we're going to work through much of the lifecycle of a simple project- a website for a small business.

Any resemblance between this client's cats and any real cats, living or dead, is purely coincidental. I made this all up.



Ellen Charles owns
Treat Time, a pet supply
store that specializes in
high-quality cat
supplies.

She's hired us to build a
website for Treat Time.

Treat Time opened in Seattle last year. It offers the largest selection of cat treats and toys in the Northwest- including over 100 different varieties of catnip filled toy mice! They also carry a huge selection of natural, organic, raw, and grain free foods. Treat Time's focus is the health and happiness of cats.



Ellen usually brings at least one of her cats to the store each day, so customers can hang out with cats while they shop. Brutus, in the photo, is a favorite of visitors. He will do a somersault for treats!

Treat Time expects people to visit its site to see the hours and location, view product lists, and check in on their favorite store cats. There will be no e-commerce aspect to the site.

Store customers are united by their love of cats, and willingness to spend a bit more to get products that are better for their cats. They are often well-educated and have a higher than average income.



User Stories

- What is the purpose of the site?
- Who will the users be?
- What will they want to accomplish?
- Let's write 3-5 user stories together.

Information the client has provided:

- Blurb about the history & mission of the store
- Photos & bios of store cats
- Photos & descriptions of several foods, toys, and bedding items that the store carries that are difficult to find elsewhere
- Address, phone, email of the store
- Information about benefits of different diets (eg: organic, raw, grain-free) on feline health

Site Architecture

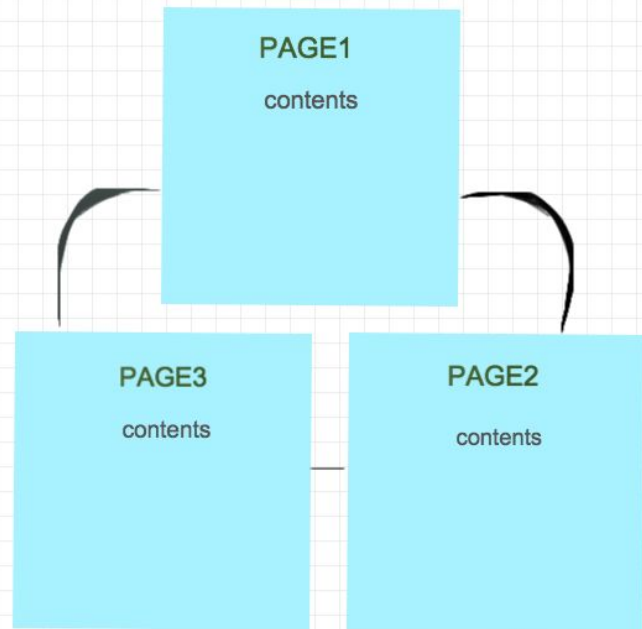
- What information will be displayed?
- How will it be organized into modules and pages?
- How will the pages be linked together?

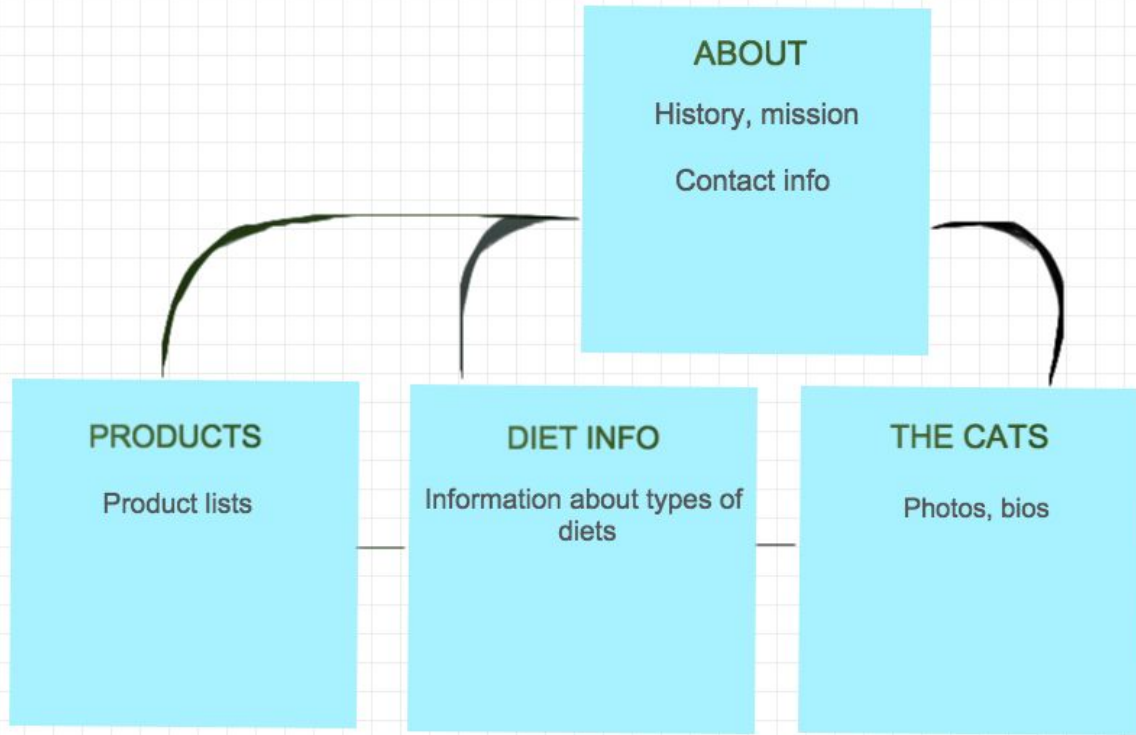
Remember that this conversation is usually full of compromise between stakeholders & devs.

Group Activity: Architecture

Discuss with your group what pages this site needs.

Draw out at least 2 possible architectures, with page names, contents, links. Be prepared to share.





A Possible Architecture for the Site

Group Activity: Layout

With your group, discuss possible layouts for one page of your site, in both a large and small context. Sketch a few potential layouts. Be prepared to discuss what makes your layouts effective.

Layout Sketches

- Sketch the arrangement of modules/information on each page.
- Think about arrangement in small, medium, and large contexts.
- Include headers, footers, and nav elements that may be present on every page.

Header:
logo, site name, nav

Address,
hours,
phone #

Photo of
store cat

About the store text

Footer: copyright info

Coding

We won't code any of this site for class credit.

If you'd like another project in your portfolio, though, feel free to build one based on this exercise!

HW: A Full Project



Build part of a website for a “client”. Experience a full project workflow.

Deliverables for 4/30:

- Sketches of full site architecture
- Sketches for layout of at least 2 pages (for small or large screens)
- A new Github repo with the above & the *project skeleton*.

Deliverables for 5/3:

- Semantic HTML for the layout-sketched pages
- Two page site fully styled
- Site live on Github Pages

Your group is your creative sounding board. You will each write your own code and submit your own assignment, but I expect you to share ideas and give each other code reviews.



How to Submit

Submit a link to the project repo. The sketches should be inside the “resources” subdirectory.

Start In Class

Planning Only Right Now!

Communication FTW

- Download & view the assignment files
- Plan how to start & schedule the work
- Break work into small small small small tasks, enter them in Trello