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| --- | --- |
| **Project Case** |  |
| COMP6176 | COMP6232  Human and Computer Interaction |
| **Computer Science** | **E182-COMP6176-YS07-00** |
| ***Valid on*** *Even Semester Year 2020/2021* | **Revision 00** |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + 1. Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from another groups*

* + 1. Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + 1. Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + 1. Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + 1. Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + 1. Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Bila Anda tidak membaca peraturan ini, maka Anda dianggap telah membaca dan menyetujuinya

*If you have missed to read these regulations, so you are considered to have read and agreed on it*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as* follows*:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| 40% | 60% | - |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software* will *be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Adobe Photoshop CC 2018  Visual Studio Code  jQuery 3  Firefox / Chrome |

1. Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri dan proyek untuk matakuliah ini adalah sebagai berikut:

*File extensions* should *be included in assignment and project collection for this subject are described as follows:*

|  |  |
| --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* |
| PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS | PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS, JS |

## Soal

*Case*

**YBIKE**

**YBIKE** is a motorcycle dealer formed on December 30, 2016 and based in Jakarta, Indonesia. **YBIKE** sells motorcycles from 2 famous brands of motorcycle: **Vixian and Kawasako**. The dealer is led by Carvin Joestar. The products are kept inside a secure warehouse and covered with a large fabric to keep them clean of dusts.

As the growth of the information technology, **YBIKE** plans to create **logo** and **website** that represent the company image. With this website existence, **YBIKE** hopes they can improve their service towards their customer. By having some requirements, **YBIKE** entrusts you as a web designer to design and create their **logo** and **website**.

Mr. Carvin Joestar as the owner of the business has provided you with his own requirements. He has high hope for you to finish the website quickly. The requirements of **YBIKE** are described as follow:

* + - 1. **YBIKE** needs a **logo** that represents the image of the company. Consider the **customer segment**, **shape**, and **colors** when designing the **logo**. The logo will be created using **Adobe** **Photoshop CC 2020** and ensure no layers are **merged**.
      2. **YBIKE** wants you to design the **blueprint** of your **homepage** first before starting the development on the HTML files. The **blueprint** will be created using **Adobe** **Photoshop CC 2020**. Ensure the **blueprint** that you create are the exact same with the website that you will make later. The **homepage blueprint** will contain **header**, **navigation**, **content**, and **footer** as its structure.
      3. The website will contain **information** **about** the **products** that customer could **reserve.** You also need to create a page for the customer to **reserve the motorcycle**.
      4. **YBIKE** wants you to build the website attractive, appealing, and fully functioning, furthermore Mr. Joestar wants you to create the **website using responsive** **design**. The website should be accessible by using mobile phone in a perfect way. To achieve that, use **5 kinds of CSS properties** and **JavaScript**. Use **Meta** **viewport** **tag** and **media** **screen** **rule** that will be applied if the screen width is **below** **500px**.
      5. The website consists of five main pages. They are **home**, **two product pages**, **gallery**, and **reserve**. You have to create the **dropdown** **navigation menu** using **CSS**. Below are the requirements for each page:
  + **Home**

**YBIKE** wants this page shows little **information** about their company, and some latest news. **YBIKE** also wants to have **image-slider** on this page to show some **news** and latest **exhibition images**.

* **Products**

This page is divided into 2 pages: **VIXIAN** and **KAWASAKO.** Each page displays some information about the product such as: **Motorcycle** **Type, Price,** and **Description**. Please provide **image** of the product as well.

* **Gallery**

This page shows **all exhibition pictures** that has happened so far.

* **Reserve**

This page helps customer to **choose** and **order** their motorcycle. To order their catering, customer must **choose the** **product**, **input quantity** and **color** choice,and then **submit some personal information** such as **name**, **phone**, and **address**. You must use appropriate input type for each form input. You are also asked to create **5 kinds of validation** using **JavaScript**.

**Guidelines:**

* + - * 1. Design your website by observing the principles of **human and computer interaction**. Set up your site as creative as possible but still strive for **consistency**.
        2. The **logo** and **blueprint** (only **homepage)** must be designed using **Adobe Photoshop CS3** and make sure **no layers are merged**.
        3. Consider the **color**, **font**, **image**, **size,** and **layout** that you use to design the logo and website. **v**
        4. All **pages mentioned in the requirement** should be created **based on your template design**. **v**
        5. Use only **external** **CSS**. **Internal** or **inline** **CSS** will not be **marked**. **v**
        6. Use **CSS box positioning concept** to design your web structure**, do not use table for the layout. v**
        7. Consider the language you use, including spelling and grammar, feel free to choose either **Bahasa** or **English**, but you cannot have both at the same time. **v**
        8. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets** and **mobile devices**.
        9. Organize your files with subdirectories.
        10. Include references (link from a website, book) that you use in creating the website.

**Must be collected:**

1. Logo (\*.psd).
2. Web template for **homepage** (\*.psd).
3. Website (\*.html / \*.htm, \*.css, \*.js).

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
3. Include the other files that can support your project, such as:
   1. All files in your project
   2. Other files (image, audio, video, etc.) used in your project
   3. \*.DOC file (documentation of your project) that contains the reference links of additional files (image, audio, video, etc.) used in your project
4. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score