

Web Development Assessment 2: Project

Create a website for a **Retro Games Club for MTU Students**.

The retro games can be boardgames, console, arcade or PC games, or even school playground games. The website can be based on one category or a mixture of categories.

The website should consist of:

- **Homepage**
 - Welcome visitor and introduce visitor to the website
 - A call-to-action button: “Join the Club” (links to the sign-up page)
 - Include an embedded video, e.g. from YouTube, that is relevant to the topic
- **A Games Events page**
 - List upcoming games events or tournaments - **(use a table)**
 - There should be at least 4
 - Each event or tournament should have a date and time, location (can use a room or location in MTU), and description.
 - The next big event should have a dedicated section with additional eye-catching styling
 - Information on how to join an event or tournament
- **A Join the Club (sign-up) page containing a form – to include:**
 - Person’s Name – **required**
 - Email address – **required**
 - Date started in MTU - **required**
 - MTU Campus – use a drop-down list (only include the Cork campuses)
 - Department of Study
 - Favourite Retro Game
 - Ask the visitor if they are interested in any, or all, of a selection of games in the genre/category you have chosen – use checkboxes
 - Have they previously attended one of the club events – use Radio buttons for yes/no
 - What events are of interest – use the events listed on the events page.
 - Have a multi-line text entry – why they want to join the club.
 - Would the visitor prefer a printed or virtual membership card –
 - use radio buttons where the virtual card option should be the default (pre-selected) option
 - Provide a file upload option to upload a photo for the membership card.
 - Submit and Cancel buttons – **very important!**
 - Use <https://webdevcit.com/displayvalues.php> to verify that your form sends the data from the form to the server – **very important!**

*Form
details*

• Contact Us Page

- Address, phone number and email to some office, e.g. MTU Societies Office
- Map – embedded from Google Maps – (create the address, or use MTU Bishopstown Campus address again)
- Contact form – a simple form that allows visitors to reach out for more information or ask questions, fields should include Name, Email and Message
- Social Media Links – list of social media accounts (can use MTU accounts, or other relevant accounts), or community forums where students can engage with the club.

• About Us Page

- Information about the website.
- Benefits of joining the club
- Links to related websites
- List of Frequently Asked Questions – minimum of 3 questions.

Requirements

1. All content must be marked up using HTML5.
2. All text must be your own.
3. All the styling should be in **ONE** external CSS file¹. All your HTML pages must be linked to this **CSS** file. **No inline or embedded styling permitted.**
4. Addressing to resources (CSS file, images and other web pages) must use relative addressing².
5. Use CSS for the layout of the site. Tables may not be used for layout but may be used for suitable content.
6. Consider using a suitable colour palette for the audience.
7. Pages must be **HTML5** and **CSS3 compliant**. Validate your pages and CSS files with <http://validator.w3.org> and <https://jigsaw.w3.org/css-validator>
8. **You must have at least 1 page with a three column CSS layout.** Instead of three columns of text, consider using images in your three-column layout e.g.

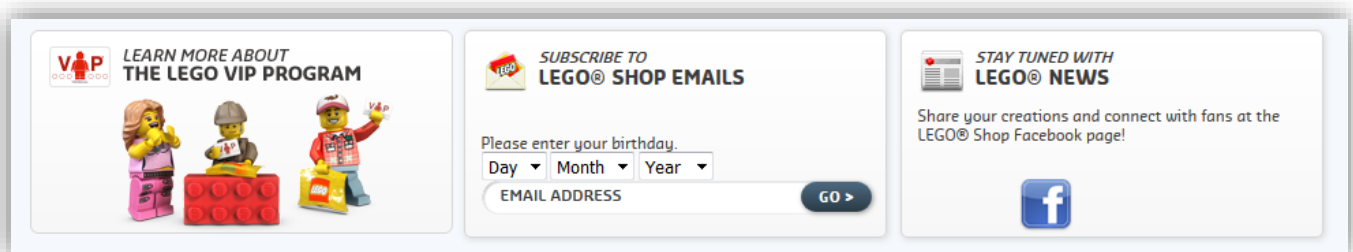



Figure 1 Three column layout as part of lego.com's homepage (equal distribution)

¹ Heavy penalties will be applied for presentational markup e.g. `<h1>Heading</h1>`, in which the `` is being used to style the heading but CSS should have been used.

² **No absolute addressing allowed**, e.g. `h:/r000012345/webdev/project/images/cow.png` is **not allowed**.



Figure 2 Two rows of three columns used for navigation with even distribution

9. There should be **persistent navigation** on each page. Every page should be accessible from every other page. **Navigation should be a horizontal navigation bar.**
10. Every page should contain a "**housekeeping**" (footer) section e.g. contains copyright information and contact details for the website's developers.
11. You should demonstrate use of **contextual selectors** and **pseudo-classes**.
12. Consider **responsiveness** in your website, making it work on different screens and screen resolutions.
13. Try to include images that you have taken yourself, (*maybe games from home or on shelves in Smyths*). Any images that you use from other websites must be referenced properly. The referencing can be included in the code as a comment beside the image code. Please note that using google.com as the source of the image is **NOT** sufficient. The exact web page URL for the image must be included in the comments. 
14. If you are looking for icons, please refer to reliable websites such as <http://www.iconfinder.com> paying particular attention to the licenses. For example, if the license requires attribution for the icon, then please include it in your website. Do not use Google's Image Search to search for icons because you cannot be sure of the associated licenses.
15. Consider **accessibility** especially when creating the website paying particular attention to forms (connect labels to form elements OR use aria-label attribute, and other ARIA attributes). Validate the webpages using the validation tool at <http://wave.webaim.org/>.

Project due @ 23:59 Friday 28th November 2025

Create a zip file of the folder containing your HTML pages, CSS file, and all images required for your website, and upload it through Canvas.

Please note that the website should be your own work.

- You are required to make a Statement that the project is all your own work. This should be included as a comment in your home page HTML code file.
- Any material taken from another source must be referenced either in the content or as a comment in the HTML or CSS code.

Plagiarism is considered cheating on the test and can result in penalties up to and including receiving a mark of zero for the project.