SET08801 2021-2 TR2 001 - Web Technologies – Assessment Part 1

“Do You Know Saint Lucia?” Website

# Introduction

Intend to build a website to build a “Do You Know Saint Lucia?” website. This website is intended to increase general knowledge of the island nation of Saint Lucia through fun quiz questions.

# General Description of Quiz

The “Do You Know Saint Lucia?” quiz will allow users to be presented with 10 randomized multiple-choice questions from a pool. After selecting and submitting an answer the user will be told weather their choice is correct or not and will also be given information on the correct answer and links to follow for more information on the subject.

Sample Questions:

1. What is the Capital City of Saint Lucia?
   1. Bridgetown
   2. Castries
   3. Roseau
   4. Canneries
2. What sea borders the western coast of Saint Lucia?
   1. Caspian Sea
   2. Black Sea
   3. Caribbean Sea
   4. dd
3. What is the currency of Saint Lucia?
   1. The East Caribbean pound
   2. The East Caribbean dollar
   3. The East Caribbean franc
   4. The East Caribbean pfennig
4. Which is the official language of Saint Lucia?
   1. English
   2. French
   3. German
   4. Italian
5. \_\_\_\_\_ serves as a second language of many Saint Lucians.
   1. French
   2. Papiamento
   3. Patois/ Kweyol
   4. Klingon
6. This color is not present in the Saint Lucian Flag
   1. White
   2. Blue
   3. Red
   4. Yellow Black
7. What is the name of Saint Lucia’s international Airport?
   1. Argyle International Airport
   2. Grantley Adams International Airport
   3. Hewanorra International Airport
   4. Piarco International Airport
8. Saint Lucia is often referred to using the name of this famous woman from history:
   1. Queen Victoria
   2. Mary Magdalene
   3. Helen of Troy
   4. Joan of Arch
9. What is the locally brewed beer of Saint Lucia called?
   1. Carib
   2. Corona
   3. Piton
   4. Parbo
10. Which Caribbean island is first due south of St Lucia?
    1. Antigua
    2. Barbados
    3. Saint Vincent
    4. Jamaica
11. The iconic twin volcanic peaks in St Lucia are known as The Pitons but what are their individual names?
    1. Papa & Peewee Piton
    2. Little & Large Piton
    3. Gros & Petit Piton
    4. Grande & Menor Piton
12. Marigot Bay on the north coast of the island was famously the original setting for which 1967 film
    1. Jungle Book
    2. Dr Doolittle
    3. Treasure Island
    4. Bonnie and Clyde
13. When did Saint Lucia become independent?
    1. 22 February 1979
    2. 24 May 1976
    3. 29 September 1973
    4. 18 December 1962
14. Who were the first group of people to settle in St.Lucia?
    1. Europeans
    2. Amerindians
    3. Africans
    4. Chinese
15. St Lucia’s original inhabitants called their land?
    1. Party Land
    2. Carinage
    3. Iyanola
    4. Sansunson

Features

Responsive to be viewed on different screen sizes (Desktop and mobile)

will ask users to enter their name

The site will have a home page with a slide show photo gallery showing some of the beautiful scenery of st lucia as well as links to external websites where visitors can learn more about the island and the quiz.

The site will have a menu bar towards the top which will allow for navigating to the main pages of the website:

* Home
* St Lucia Quiz
* About the Maker
* Links

Will be about St Lucia.

General Trivia knowledge questions- multiple choice answers will be displayed after with hyperlinks to learn more

Quiz will randomly ask 10 questions from a pool of. Each question will be displayed

Pages home page – quiz, about the maker, about st lucia

For this part of the assignment you will develop an idea for youronline quiz site

alongside a design and a plan for achieving an implementation of that design.

These will be presented in a report. You will likely want to develop a satisfying

user experience, and utilise a visually pleasing design, so consideration of your

users interactions with the site at this stage can be useful.

Your deliverable for this part of the assignment is a single, short, and well written

PDF report, that is limited to no more than 6 pages of text in 12pt fontsize (images

do not contribute towards the page limit) and which includes the following:

1. A description of the quiz that you are planning with enough background context

for your reader to understand what you are trying to do. If you have a draft of

your questions and answers then you should include it here. Note that you are

not being graded upon how good your quiz content is.

2. A list of features and some discussion of why each feature is included.

3. A navigation tree diagram with commentary about how you plan to organise

your site and discussion of how you expect your users to navigate your pages.

4. A sketch of an initial user interface for your system and some commentary on

the motivation for your design, i.e. how does your design address the features

you’ve listed. Note that any designs can be hand-drawn and scanned/

photographed for inclusion in your report at this stage.

Indicative Marking Scheme (Part #1)

Total /100

Topic Criteria Marks

Core Criteria A description of your site & quiz together with a

summary of any background research & exploration of

how this relates to your site /20

\* List of features

\* Navigation tree

\* Initial UI sketch & commentary

\* Implementation Plan

/50

Above & Beyond The following is indicative: Design of features that go

beyond the idea of the core “online quiz” site. For

example, use of sound, graphics, data-storage,

external data sources, or extending the quiz remit as

you see fit.

/30

The assignment for this module is a single project that is split into two parts. This

document details both parts. The objective is to demonstrate your understanding

of client-side web development and mastery of HTML, CSS, & JavaScript.

You will achieve this by completing a project in which you design, implement, and

evaluate a web site for an online quiz. Most basically this can be interpreted as a

site that poses questions to the user and evaluates the user's answers. The purpose

can be purely for fun, a quiz about a favourite topic or hobby, or more serious, for

example, flashcard apps are essentially quizzes used for educational purposes. I

encourage you to consider the nature of a quiz creatively and I support you in

interpreting exactly what constitutes a quiz, as widely as necessary, in order to

fulfil your vision.

Think about how you could implement such a quiz as a website. For example, you

could have a single page containing all of the questions, use various interface

widgets to collect answers, and JavaScript to evaluate and collate correct or

incorrect answers. Alternatively you could have each question on a separate page,

but again using JavaScript to evaluate and collate correct or incorrect answers.

You should carefully consider this challenge, and then design a site that would

enable your player to have a good experience.

The first part of the assignment is a report which will focus on the features,

analysis, design, and plan for implementation of your site & is worth 35% of the

total mark for this assignment. The second part of the assignment is the

implementation and deployment of your design and is worth 65% of the total mark

for this assignment.

Above all, this coursework should be fun, so use your imagination, and give your

creativity a free rein. Invention and originality will be rewarded by the marking

scheme. I hope you enjoy working on it.