

Web Design and Development 4COSC011W

Report

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Group Number: 07
Student Role: 01

URL:

Link(s) to WebSite

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1. Introduction

Website Topic : Entertainment (Movies)

Team members with the allocation of tasks:

Sandali Chandrasekara : Student Role 01

- Presentation Page
- Buy Products(Shop)

Thenura de Alwis : Student Role 02

- Main Page(Home)
- Comment Form

Anuja Aluthge : Student Role 03

- Quiz
- Student Details

Lasanya Premaratne : Student Role 04

- Diagram SVG
- Thumbnail images / Image gallery with description

The summary of my contributions to the group meetings

Group Coursework Meetings		
1	Date & Time:	01st of March 2023 at 10.00 A.M (Online)
	Objective:	To agree website topic and assign student roles
	Attended:	All students attended
	Your Contribution:	Suggested ideas relevant to the website topic
2	Date & Time:	08th of March 2023 at 9.00 A.M (Face to Face)
	Objective:	To agree website name and to discuss the coding style under navigation bar
	Attended:	All students attended
	Your Contribution:	Designed the presentation page with dynamic images
3	Date & Time:	15th of March 2023 at 10.00 A.M (Online)
	Objective:	To agree website logo and to create contents
	Attended:	All students attended
	Your Contribution:	Suggested layouts for the website
4	Date & Time:	25th of March 2023 at 1.00 P.M (Online)
	Objective:	To discuss the additional contents for the website
	Attended:	All students attended
	Your Contribution:	Created the footer
5	Date & Time:	31st of March 2023 at 8.00 A.M (Face to Face)
	Objective:	To finalize the entire website
	Attended:	All students attended
	Your Contribution:	Suggested website alignments

2. Technical Discussion

My student role 01, is required to finish the presentation page, the buy products page, editor page, extra content page and addition CSS according to the coursework. So, I need to use the specific HTML, CSS & JS elements to design my web pages to get the expected output. So, The intended audience and the goal of the website should be taken into account first. The target audience for a movie website is probably going to be movie fans or people who want to know more about a particular film. The website's goal is to provide movie-related content. To help viewers better understand the tone and style of the film, I made a video trailer. Additionally, we can attract users' attention and make a good first impression by sharing an aesthetically appealing banner that includes the movie's title, release date, and important images.

In terms of design, the movie website page should have a visually appealing and intuitive design that allows users to easily locate the information they require. The design should be consistent, with a distinct information hierarchy and easy-to-read typography. The color scheme should represent the film's mood and style.

And also I have to add some extra CSS to catch the eyes of the audience. Actually, Additional CSS is a way to add custom styles to your web pages. It allows to customize the appearance of the site beyond what is possible with the default styles provided by your chosen theme or page editor. On the other hand, CSS uses a system of specificity to determine which styles should be applied to an element when there are conflicting styles. Overall, a page editor can be a powerful tool for creating and modifying web pages, while additional CSS allows you to customize the appearance of your site beyond what is possible with the default styles. So, I created my editor page using suitable elements. When using a page editor, I may have the option to add additional CSS directly within the editor. Alternatively, I can create a separate CSS file and link it to your web page. By keeping these technical considerations in mind, I can ensure that our pages and styles are both effective and efficient.

When it comes to HTML and CSS techniques, I suggest use semantic HTML. Also CSS Grid and Flexbox can be used to create a responsive and adaptable layout for various screen sizes. JavaScript can be used to improve the user experience by incorporating dynamic elements such as hover effects. Overall, design and development choices should be made with the user in mind, using best practices and standards. Then I would like to share what problems I faced, how I solved them and what I learnt by completing my tasks under student role 01.

When creating the presentation page, buy products page and other extra parts, I frequently ran into the following issues. It can be difficult to achieve an appealing and user-friendly design and layout, particularly when attempting to balance aesthetics with utility. It can be difficult to ensure that a website appears and performs well across various devices and screen sizes, particularly when interactive elements like animations and videos are used. I used a variety of tools and techniques to solve these issues, such as Using prototyping tools can help developers create a rough layout and design of the website and test it with users before continuing with development & Frameworks such as Bootstrap and Foundation can assist developers in creating a responsive design that adjusts to various screen sizes and devices. I learned a variety of skills by finishing my task, including developing a good eye for design and understanding how to create a visually appealing and user-friendly interface & to build a functional and interactive website, learn HTML, CSS, and JavaScript. Learning how to build a shopping cart and incorporate payment processing systems into a website.

To summarize, developing a movie presentation page, buy products page and page editor can be a difficult but rewarding experience for me because I learn a variety of skills and techniques that they can apply to future projects. We can surmount common problems and create a high-quality website that meets the requirements of users and stakeholders by using the right tools. As I mentioned above, there is a technical side to consider when creating a website. We need to learn HTML, CSS and JS to complete these tasks successfully.

As references I used lecture materials and external resources as well. We have our lecture notes introducing how to make a website using HTML, CSS & JS. I used them because they simply describes the specific methods to build up a website right way. They were very helpful. On the other hand, I used some external resources including 2019) Web Development for Beginners. New York: Wiley and a website <https://www.smashingmagazine.com/2020/06/best-practices-responsive-web-design>. Also pinterest is a great resource for finding design inspiration, including web design. We can search for specific design styles, color palettes, and more. And W3schools too is a great resource to take ideas to fulfill my tasks. So this is the overview of the technical side of creating the website.

3. Webpage Validation Statement

This website has been tested and validated to meet HTML5 and CSS3 standards, ensuring accessibility, usability, and compatibility with modern web browsers. This is the particular standards or guidelines against which the website was tested. It may also include any relevant certifications or awards obtained by the website for meeting certain standards or best practices.

This validation statement on our website can help to develop user confidence by demonstrating our commitment to providing a high-quality and reliable user experience.

4. Janet

In general, Janet Regulations compliance entails ensuring that a website fulfills certain accessibility and usability standards for users with disabilities. Here are some methods in which our website can meet Janet Regulations.

Designing for accessibility entails ensuring that the website is accessible to users with disabilities, such as by using clear and easy-to-read fonts, providing text descriptions for images and multimedia, and ensuring that the website can be navigated using keyboard-only controls.

Providing alternative content entails making alternative forms of content that may be inaccessible to some users, such as transcripts for audio or video content or text descriptions for images, available.

Using standards-based coding: This entails using HTML, CSS, and other coding standards that are widely accepted.

Using standards-based coding: This entails the use of HTML, CSS, and other coding standards that are compatible with assistive devices like screen readers and braille displays.

Testing with assistive technologies entails using assistive technologies to ensure that the website is accessible and useful for users with disabilities.

A website that complies with the Janet Regulations can ensure that it is accessible to a broader variety of users and meets the requirements of users with disabilities. This can help to improve the user experience, boost engagement, and show a dedication to inclusivity and diversity.

References

Here are some resources that we found useful while developing our website:

HTML and CSS: Design and Build Websites by Jon Duckett - This book is a beginner's introduction to the building blocks of web development, HTML and CSS. It discusses web page construction, text formatting, layout design, and responsive design.

Bootstrap is a famous front-end programming framework that offers pre-built UI components and styling for building responsive websites. It comes with a number of templates and components that can be tailored to the requirements of a movie website.

W3Schools - W3Schools is a comprehensive online learning resource for web development tools such as HTML, CSS, JavaScript, and others. It contains tutorials, examples, and resources that can be useful when creating a film.

Adobe Photoshop is a famous graphics editing software that can be used to create custom graphics, images, and icons for a movie website. It contains a number of tools and features for creating high-quality visual assets.

Google Fonts - Google Fonts is a free web typeface library that can be used to customize the typography on a movie website. It comes with a number of font styles and weights that can be simply incorporated into a website.

These are just a few tools that useful when developing our website. It is critical to conduct research and gather additional resources as required to ensure that the website meets the needs of its target audience and communicates successfully.

Appendices

Appendix A: Code

Provide a full listing of your files, with well indented and commented code in the following format:

- Filename
- Code

Appendix B: Screenshots

Provide a screenshot of all your web pages, in the following format:

- Filename
- Screenshot(s)

Appendix C: Screenshots - Webpage Validation Evidence

Appendix D: Individual Statement

Student Name:	Sandali Chandrasekara	Student Id:	20220174
State what tasks you carried out in the project.			
In this project, my tasks include presentation page, buy products page, editor page, extra content page relevant to topic and CSS addition.			
State what you enjoyed and did not enjoy about teamwork.			
The teamwork experience was good. Because everyone was responsive and respectful. And the communication was effective. Also task assignments were clear and helped keep the project on track. In contrary, I think it is better if we could be able to get together and work. Then we can enjoy teamwork well.			
State what you learnt about teamwork.			
Teamwork helped me to learn how to effectively manage the time, how to prioritize tasks and how to lead a team to success.			
State what skills you gained/learnt from undertaking the project.			
By engaging this project, I learned how to communicate more effectively and delegate duties. And I learned to actively listen to team members' ideas and perspectives during brainstorming sessions and learned to adjust your communication style to connect with various personalities on the team.			
State any strengths about yourself that emerged whilst undertaking the project.			
I hope this teamwork helped me to grow personally and professionally.			
State any weaknesses about yourself that emerged whilst undertaking the project.			
By considering my weaknesses, I learned to be more patient and empathetic, to have better conflict resolution skills, and to seek out and resolve misunderstandings before they became larger issues.			
State how you would do things better if you were to undertake the project again.			
Frist I want to point out places that could use improvement. I consider particular areas of the project that I believe could have been improved upon in order to do that. I also consider the lessons I took away from the endeavor and how I can use this knowledge in my future work.			
Additional general or project specific comments:			
Some specific elements of the project were well-executed			

Appendix E: Task Completion Checklist

Student 1 Tasks	Completed			Student Comments
	Yes	No	Partially	
1 - Presentation Page	x			Working
2a - Main (Home) Page	x			Working
4 - Buy products	x			Working
9b - External CSS (9a reused)			x	-
10 - Extra content page/anchors	x			Working
11 - Page Editor	x			Working
12 - Logo/Page Editor	x			-
13 - Additional Interactivity			x	-
14 - Uploaded to Server	x			Uploaded successfully