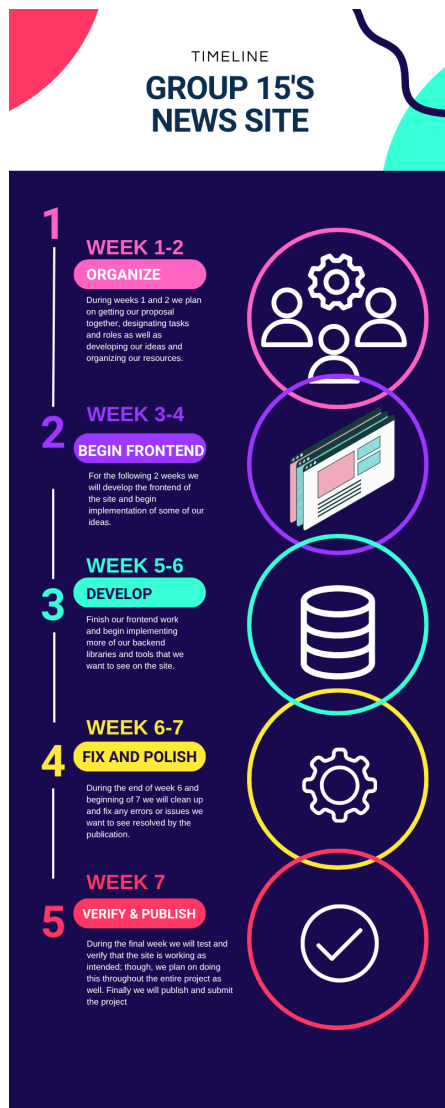1. Community News Source
2. The project is a blog-style news page dedicated to news around our community of Nau and Arizona. The importance of learning about blog-style development cannot be understated. It is a simplistic layout that allows a ton of creativity and focus on user-friendly content. It teaches the value of a good interface and the ability to demonstrate creativity despite being limited in simplicity.
3. The biggest goal is to develop a completely responsive and user-friendly website. Accessibility is very important.
4. The features are going to be the basic requirements of a typical news site; login system, potentially a bookmark or save story ability, a contact form, and a method of submitting feedback. For the technology stack and libraries we will be using HTML, CSS, JavaScript, Bootstrap, and potentially others. At the end of the project will be a working website and source code.
5. As a user, I want to be able to easily return to articles I find interesting. I want to find whatever article I am searching for. I want the ability to request or submit topics I find interesting. As an admin, I want to be able to see which articles are popular. I want to be able to sort through feedback and suggestions easily.
6. We are taking our project very much on a step-by-step basis and so we will begin by utilizing figma to create a wireframe from our site. Once we have a general idea of what our site should look like we will create our own library of styling standards to use for the site including hexcoded colors and the general structure for elements like cards and navbars. Further, we will be using general CSS files that apply to general elements across multiple pages in order to maintain continuity and reduce workload instead of individual styling for every individual page. Additionally, we will incorporate Javascript and Jquery for some of our more in-depth features like search and feedback submission. In order to remain organized, we will have a Git repository where each team member can access and submit their changes as we continue our work within that repo we will divide the project into separate directories with general descriptions i.e.: Proposal, Resources, Site. This will help us to keep relevant information where it belongs. Within the site directory we will have further divisions for our styling, structure and scripting needs as well as detailed descriptions to maintain ease of use. Finally, we will use multiple devices and scraping tools to determine our sites responsiveness and accessibility as well as using commands within our development environments terminal to determine to load times, errors and connectivity with our interactive features such as feedback submission.

7. See the visualized timeline below:

TIMELINE

GROUP 15'S NEWS SITE

1

WEEK 1-2

ORGANIZE

During weeks 1 and 2 we plan on getting our proposal together, designating tasks and roles as well as developing our ideas and organizing our resources.

2

WEEK 3-4

BEGIN FRONTEND

For the following 2 weeks we will develop the frontend of the site and begin implementation of some of our ideas.

3

WEEK 5-6

DEVELOP

Finish our frontend work and begin implementing more of our backend libraries and tools that we want to see on the site.

4

WEEK 6-7

FIX AND POLISH

During the end of week 6 and beginning of 7 we will clean up and fix any errors or issues we want to see resolved by the publication.

5

WEEK 7

VERIFY & PUBLISH

During the final week we will test and verify that the site is working as intended; though, we plan on doing this throughout the entire project as well. Finally we will publish and submit the project

8. One of the biggest challenges we predict we will encounter is maintaining responsive and consistent design across all parts of the website. We plan on resolving this by utilizing libraries like bootstrap and CSS files that can be applied to specific elements that maintain similar functions across multiple pages. Additionally, there may be risks with incorporating feedback and attempting to add new pages/articles to an existing site once created. We particularly feel this way because this may deal with backend knowledge that will require additional research and testing.

9. First, we have to understand the objective of our site. We are building a news site and thusly our goal is to create a site that would be informative and functional; additionally, we want to focus on responsive design and the ability to easily make changes in the future, for example when creating a new news article or updating the main page to be up to date. Overall, we want a site that looks simplistic yet clean and creative as well as

being functional and responsive. This will be measured through external feedback (design), performance benchmarks and reviewing web accessibility (functionality) and through examining the site through different lenses (different medias)

10. The project is important to the course content and developing each of our professional toolkits because it has real world application and covers vast technical knowledge we utilize throughout the class. Additionally, we practice cooperative and organizational skills when constructing the site, sharing ideas and utilizing team applications like GitHub. Furthermore, the mock project has real world application so many of the skills we practice could be transferable to the professional world.

11. The proposed job assignment is subject to change depending on the interests and responsibilities of group members.

Jake	Lead Organizer	Template Designer	Quality Control Inspector
Gabriel	Feature Assessment and Development	Primary Wireframe Assistant/Developer	Accessibility Manager
Connor	Base Bones Developer	Test Phase Coordinator	Open Developer
Alexander	Secondary Organizer	Open Developer	Feature Assistant Manager