UX3 / DIG31

# Assessment 3: Marking Rubric

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|  | Mark / 100 |
| 1. Essential FunctionalityBackend  * User (/user) routes as per assessment 1 brief * Auth (/auth) routes as per assessment 1 brief * User database collection contains field to store a profile/avatar image. * User endpoint includes functionality to process the upload, resizing and storage of profile/avatar image  Frontend  * Sign in page * Sign up page * Guide/Intro page (first sign in) * Home page * Profile page * Sign out functionality | **30** |
| 2. Technical ExecutionJavaScript  * JavaScript Classes must be used at least once * Fetch() must be used for making API requests.  Setup and Frameworks  * Application is a Single Page Application (SPA) * Web component library has been utilised for UI components (e.g. Shoelace - <https://shoelace.style>)  Styling (SCSS)  * + All styling written in SCSS (Sass), and compiled to CSS   + Layouts are responsive using CSS @media queries.  Build Tools and Package Managers  * + NPM must be utilised as the package manager.   + Bundler tool has been utilised (e.g. Parcel or Webpack)  Quality Assurance & Hosting The final website code must adhere to quality requirements:   * Compliant W3C Valid HTML * Compliant W3C Valid CSS * Free of any JavaScript errors * Both Frontend and backend must be hosted online at two separate URLs. | **20** |

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| 3. User ExperienceUX Flow (5)  * Interaction flow is logical, smooth and conducive to project goals. * Content is engaging and relevant  Responsive Development (10)  * App looks and functions as expected on desktop and mobile * CSS media queries are harnessed to achieve a responsive layout * App appears and functions uniformly across multiple browsers and devices.  Animation (15) Your app must utilise animation to enhance the user experience, this should be accomplished via any one (or a combination) of the following methods:   * CSS animation/transitions * JavaScript animation libraries such as GSAP (recommended) or Anime.js, or * SVG animations | **30** |
| 4. Visual Design  * App visual design adheres to core design principles such as contrast, proximity, colour theory, and typography design. * App visual design is aesthetically pleasing and of professional quality and doesn’t compromise user experience. | **20** |