

**PERTANDINGAN WORLDSKILLS MALAYSIA KATEGORI BELIA (WSMB) TAHUN 2024**

**(WEB TECHNOLOGIES)**

**SOALAN PRAKTIKAL**

**PERINGKAT PRA-KELAYAKAN**

**MASA : 3 JAM**

**NAMA: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**No. KP: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**JABATAN PEMBANGUNAN KEMAHIRAN**

**KEMENTERIAN SUMBER MANUSIA**

**INTRODUCTION**

To show your talent as a Web Designer you have decided to create a “Funny Face App” – a small web application to apply accessories on faces. The main purpose of the application is to allow users to virtually try accessories on real faces. Accessories are provided to users and faces have to be uploaded through the web application.

A friend has designed the layout of the application and your task is to program all the functionality to give the application the necessary usability.

**DESCRIPTION OF PROJECT AND TASK**

1. Make the object tabs on the menu functional. (Glasses, Beards, Hats)
2. When the user accesses the application, the first step is to upload a photo of a persons face (face image). The picture will be used to apply the available accessories (no input type file visible).
3. User can drag the file in a specific droppable area of the web application. When a file is dragged into the droppable area the background color changes. This file needs to be validated on the front-end. To be accepted, the file must be JPG format with a maximum size of 300 Kb. If the dragged file is not in a JPG format or has a size larger than the maximum size permitted, an error message will be displayed and the file will not be accepted in the droppable area and will not be submitted to the server.
4. If a correct file is dropped in the specific area, the file will be in the face area.
5. During the upload process a progress bar is visible to the user (No server side required).
6. After uploading the file, the photo is presented in the face area of the application and the user can apply the available accessories (Glasses, Hats and Beards) on the face.
7. The user can change the size of the face image by clicking on it. When the face image is selected a dotted rectangle border around the face area is visible. It will be possible to change the face image size (proportional size, bigger or smaller) using the buttons on the app interface or using the keys (+) to increase the size and (-) to reduce the size. The resized face image needed to be in the center of the face image area. The dotted border of the face image disappears when an accessory is selected.
8. By using the mouse, the user can drag and drop an accessory on the face image. If an accessory is dropped on the wrong place (not on the face image), the accessory returns to its original position.
9. The user can select an accessory by clicking on it to change the size or to move the position of the accessory. The selected accessory has a dotted rectangle border. Only the current selected accessory can have the dotted border.
10. The user can move the position of the accessory by using mouse drag and drop on the face image.
11. It will be possible to change the size (proportional size, bigger or smaller) of the selected accessory on the face using the buttons on the app interface or using the keys (+) to increase the size and (-) to reduce the size.
12. It is not possible to apply more than one accessory from the same category on the face at any one time. For example, only one pair of glasses can be applied on a face. If the user drops a new accessory from the same category the previous accessory will be removed from the face.
13. When the user finishes the application of accessories, they can click on the button “Save Picture” to download the final version of the image created in JPG format.
14. Your code needs to be developed following the requirements:
    1. Indentation;
    2. Organization;
    3. Code reuse.
    4. Use objects in JavaScript code;
    5. Include comments in your JavaScript.

**INSTRUCTIONS TO THE COMPETITOR**

Save the files of your application in directory on your desktop computer **"Game\_CompetitorID"**, where **CompetitorID** is the ID assigned to you during the competition day.

**ATTENTION**: You are encouraged to use the functions of open source libraries or frameworks provided to solve the proposed requirements. The application will be evaluated using Chrome and Firefox.

**MATERIALS PROVIDED**

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| --- | --- |
| **Item** | **Description** |
| jQuery | JavaScript library |
| WebApplication | HTML, CSS and images. |

**MARKING SCHEME SUMMARY**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SECTION** | **CRITERION** | **JUDGEMENT marks** | **MEASUREMENT marks** | **TOTAL** |
| P1 | Clientside implementation of open source libraries and frameworks | 0.0 | 32.0 | 32.0 |
| P2 | Usability and accessibility | 6.0 | 12.0 | 18.0 |
| **Total** |  | **6.0** | **44.0** | **50.00** |