Graded assignment

Web Development 1

Course: Web Development 1
Term: 2.2
EC: 3
Lecturer: M. de Haan

Introduction

The exam for this course consists of the development of an individual web application. The student combines the knowledge about concepts and techniques gained during the lectures gained with their own research and problem solving abilities to realize a unique and authentic use case.

In short, the application:
- has to be built on an authentic use case.
- has to be implemented using PHP, following the MVC design pattern.
- has to be of a reasonable level of functional complexity.
- has to work with several related database tables.
- has to look consistent and be user-friendly.
- has to be secured against common attacks.
- has to make some data available externally in JSON format.
- has to make use of JavaScript to improve the user experience.

Example of applications:
- A webshop for selling or bidding on a certain type of product.
- A website where appointments can be registered and administrated for a service, such as a hairdresser, tutor, doctor et cetera.
- A website that provides an interface to an external API/dataset such as a well known game or statistical resource.
- A webbased game.

Planning

Week 1-3:
Write a project proposal. The proposal has to be approved by the teacher. After approval by the teacher, turn in the document in Moodle.

The project proposal is a one page description of what you are going to develop. It contains:
- General description of the application.
- List of available functionalities.

Week 4-8:
Develop the application.

Week 8:
Hand in the application in Moodle.

Grading

The work is graded using rubrics, which are specified in a separate document.