

## INFO30005 Group Project - Instructions

In this semester-long group project you will demonstrate the skills you are learning in class and practice the culture of team web development.

Your goal is to build web applications for a business, based on a set of requirements provided to you in a separate document.



### Your Group

Projects will be conducted in groups of 5 students. All group members must be registered in the same weekly workshop, and attend every week. (You must justify any absence to the tutor.) Unless otherwise stated, you should only attend the workshop to which you are formally registered. Your tutor will give you feedback on each deliverable.

### Deliverables, Deadlines and Marks

To help you make continual progress and to maximise the feedback that you receive throughout the semester, the project is broken down into multiple deliverables for summative assessment. Furthermore, the week before each assessment is due, you are asked to show a draft to your tutor for formative assessment. Formative assessment will provide you with feedback on your progress and help your group stay on track.

Note that project marks add to 60%. All of these are group submissions.

Week	Deliverable	Due	Marks
4	User Interface (UI) mockup	Fri 5pm	5
7	App server mockup	Fri 5pm	5
9	Front-end + back-end (one feature)	Fri 5pm	5
12	Complete system + source code	Fri 5pm	40
12	Report on your work (+ test 1 feature)	Fri 5pm	5

Formative assessment will take place in class, the week before each deliverable deadline.

### Technologies and Tools

We expect that most groups will use the technologies taught in the course to build the web app. These include: Node.js, Express, Handlebars, MongoDB, Mongoose, HTML, CSS, JS, React, Git, Heroku. If you have a strong preference for using different technologies, please discuss with the subject coordinator.

You can implement your web apps in either of two ways:

- Web server with server-side templating
- React front-end plus REST API back-end

Detail about the first deliverable is on the next page. Information on other deliverables will be provided later.

# Deliverable 1: UI mockup

Design the User Interface of your web app. This is a group, not individual, submission.

Create a mockup of your UI design, which incorporates a sketch of each screen including sample data, as well as user flows (representations of how users navigate from screen to screen).

## Format of submission

The mockup should be submitted in the form of a single PDF file showing your screens and user flows. Include both the customer and vendor UIs.

Figure 1 shows a fragment of a mockup. To see this in more detail, download the sample UI mockup PDF from the Project page in Canvas.

Use a prototyping tool like *Adobe XD* to create the screen mockups.

(We understand that some students may be unable to access XD. In such a situation, please use a different graphics tool, or at the least, hand-draw your screens, with arrows representing user flows.

Some students are already proficient with alternative prototyping tools such as *Figma*, *Axure* and *Sketch*. It is ok to use these, as long as the whole group agrees. Please discuss with your tutor.)

## The purpose of your mockup

Creating a mockup is a good way for a team to deepen their understanding of user requirements, to communicate their design ideas to each other and to their client, to allow others to check that their design meets requirements, and to inform their data model and their design of front-end and back-end software.

The assessment criteria will reflect:

- The quality of the interaction design of the UI
- Whether the business rules are captured in the UI
- Whether the business data are reflected in the UI
- The communicative function of your mockup.

Your technical skills with XD are secondary to these criteria.

This submission is due by 5pm on Friday 26<sup>th</sup> March (week 4 of semester).

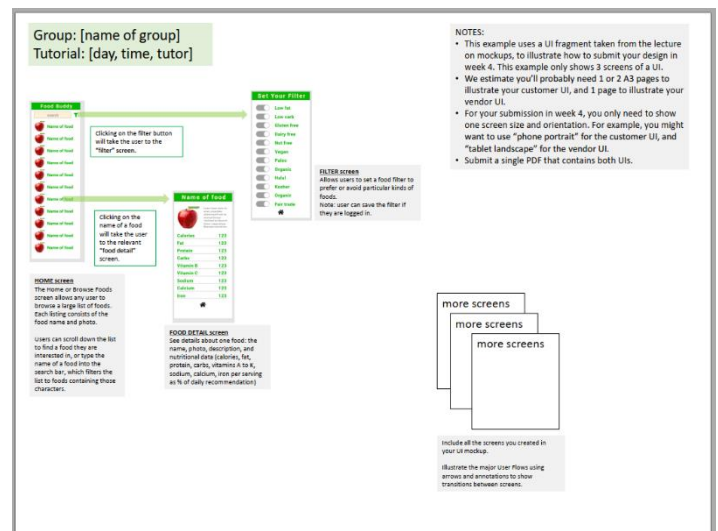


Figure 1: example mockup PDF