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| --- | --- |
| **Project Case** |  |
| COMP6176 | COMP6232  Human and Computer Interaction |
| **Computer Science** | **E212-COMP6176-KA04-00** |
| ***Valid on*** *Even Semester Year 2020/2021* | **Revision 00** |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + 1. Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from another groups*

* + 1. Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + 1. Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + 1. Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + 1. Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + 1. Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Bila Anda tidak membaca peraturan ini, maka Anda dianggap telah membaca dan menyetujuinya

*If you have missed to read these regulations, so you are considered to have read and agreed on it*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

|  |  |
| --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* |
| 40% | 60% |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Adobe Photoshop CC 2020  Visual Studio Code  jQuery 3.5.1  Firefox / Chrome |

1. Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri dan proyek untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in assignment and project collection for this subject are described as follows:*

|  |  |
| --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* |
| PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS | PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS, JS |

## Soal

*Case*

**Kenshin impAct**

**Kenshin Impact** is a very popular open world action RPG free-to-play game developed by **Mihoyoman**.

With the growth of information technology, **Kenshin Impact** need to have an online presence for their game business. In order to do that, **Kenshin Impact** must create a **logo** and **website** that represents **Kenshin Impact’s** image. With this website’s existence, **Kenshin Impact** hopes that players can get to know their game better and attract more players.

**Mihoyoman** entrust you as a web designer to design and create **Kenshin Impact’s** **logo** and **website**.

The requirements from **Kenshin Impact** are described below:

* + - 1. **Kenshin Impact** needs a **logo** that represents the image of the game that has **MMORPG** principles. Consider the **customer segment**, **shape** and **colors** when designing the **logo** The logo will be created using **Adobe** **Photoshop CC 2020**, ensure no layers are **merged**.
      2. **Kenshin Impact** wants you to design the **blueprint** of your **homepage** before making the HTML files. The **blueprint** will be created using **Adobe** **Photoshop CC 2020**. Ensure the **blueprint** that you created is the exact same with the website that you will make later. The **homepage blueprint** will contain **header**, **navigation**, **content,** and **footer** as its structure.
      3. **Kenshin Impact** wants the website to provide **information** about their game such as the **game’s feature, characters, screenshots**, and **other useful information.**
      4. **Kenshin Impact** wants you to build the website attractive, appealing and fully functional, and also make sure the website is **responsive**. The website should be accessible using a mobile phone in a perfect way. To achieve that, use **5 kinds of CSS property** and **JavaScript**. Use **Meta** **viewport** **tag** and **media** **screen** **rule** that will be applied if the screen is **below** **800px** screen.
      5. The website consists of five main pages. They are **Home**, **Characters**, **About Game**, **Gallery**, **and Register**. You must create the **Navigation Menu** using **Drop Down Menu** using **CSS**. Below are the requirements for each page:
  1. **Home**

This page provides some basic information about the game. **Kenshin Impact** want this page to have an **image-slider** using **JQuery animation** effect on this page to show the game’s information.

* 1. **Characters**

This page provides **information** about the characters in **Kenshin Impact**, such as the character’s name, image, background story, etc.

* 1. **About Game**

This page provides **information** about the game, such as the game’s feature, etc.

* 1. **Gallery**

This page will show some **in-game screenshots**.

* 1. **Register**

This page provides a **registration** form for the player so the player can create an account. Player needs to submit some information such as **email, username, password, confirm password,** and **player must agree with terms and conditions**. You are also asked to create **5 kinds of form components** and **5 kinds of validation**. For validation, you must create it using **JavaScript** and **don’t use regular expression**.

**Guidelines:**

* + - * 1. Design your website by observing the principles of **human and computer interaction**. Set up your site as creative as possible but still strive for **consistency**.
        2. The **logo** and **blueprint** (only **homepage)** must be designed using **Adobe Photoshop CC 2020** and make sure **no layers are merged**.
        3. Consider the **color**, **font**, **image**, **size,** and **layout** that you use to design the logo and website.
        4. All **pages mentioned in the requirement** should be created **based on your template design**.
        5. Use only **external** **CSS**. **Internal** or **inline** **CSS** will not be **marked**.
        6. Use **CSS box positioning concept** to design your web structure**, do not use table for the layout.**
        7. Consider the language you use, including spelling and grammar, feel free to choose either **Bahasa** or **English**, but you cannot have both at the same time.
        8. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets,** and **mobile devices**.
        9. Organize your files with subdirectories.
        10. Include references (link from a website, book) that you use in creating the website.

**Must be collected:**

1. Logo (\*.psd).
2. Web template for **homepage** (\*.psd).
3. Website (\*.html / \*.htm, \*.css, \*.js).

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
3. Include the other files that can support your project, such as:
   1. All files in your project
   2. Other files (image, audio, video, etc.) used in your project
   3. \*.DOC file (documentation of your project) that contains the reference links of additional files (image, audio, video, etc.) used in your project
4. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score

**If you do not understand, please ask your assistant!**