

TECH 1101

# Web and Internet Fundamentals

Project

**Team Project**

# Project: Team Project

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## Overview

Apply all your skills as a web developer by building a web site for a client with a small team.

## Directions

In a team of 3, build a full web site for a client. Materials are provided for a sample client, but you may choose a different client if your team has one in mind.

Start by finding a team and meeting with them to select a project. You may find it helpful to assign roles within your group and plan out an initial schedule for the project. With your team, sketch out a plan for your web site. Identify the key objectives of your website and use them to plan a layout that makes it easy for users to navigate and understand. It's a good idea to build wireframes, site maps, and mood boards for your project so your whole team has a clear vision of what needs to be done.

If you are developing for the sample client, images have been provided that are owned by the company. If you working on a fully custom page, make that any images you use are either owned by you, your client, or have an appropriate license. You can NOT use copyrighted images on your site (even if they have been referenced) since a real client would not legally be able to use a site containing copyrighted material. If you are looking for images to use on your site, there are some great resources such as unsplash which provide public domain photos. You can also use photos you've taken yourself, or ones your client provides (if you have contacted a real client for this project).

Work with your team to develop the web site. All of your HTML, CSS, and JavaScript must be original content written by your group. You are allowed to research solutions to problems you are having, but if any code is copy/pasted from another source it will be considered plagiarism since the goal is to learn how to create these things yourself.

When the project is complete, post the completed site on your web host and submit a link to the site along with the code on D2L. You will also need to present your work for the class. Your whole group should participate in the presentation. The presentation should discuss your specific design choices, and how they were guided by your client's needs. Also present solutions to any technical challenges you came across when developing the site.

## Evaluation

This project will be graded for design, functionality, and quality. Code quality can be checked using online validators: <https://validator.w3.org/> , <https://jigsaw.w3.org/css-validator/> , and <https://www.jshint.com/> .

Task	Marks
<b>Design</b> <ul style="list-style-type: none"><li>○ Is the site easy to navigate?</li><li>○ Is content presented in a clear and meaningful way?</li><li>○ Does the site's design help accomplish its purpose?</li><li>○ Does the design match the company's brand?</li><li>○ Is enough content present to engage the user? (Sample company must include all content provided in the Copy document)</li><li>○ Are all required page elements present?</li></ul>	25
<b>HTML</b> <ul style="list-style-type: none"><li>○ Is the code clear and easy to read?</li><li>○ Styling should be separated from the HTML (ie: no inline styles).</li><li>○ Are there any errors when the code is validated?</li><li>○ Does the page work on any browser?</li></ul>	25
<b>CSS</b> <ul style="list-style-type: none"><li>○ Is the code clear and easy to read?</li><li>○ Stylesheets shouldn't contain redundant information, and should be organized in a way that is logical and easy to use.</li><li>○ Are there any errors when the code is validated?</li><li>○ Does the style work on any device?</li></ul>	25
<b>JavaScript</b> <ul style="list-style-type: none"><li>○ Is the code clear and easy to read?</li><li>○ Does the script work as intended?</li><li>○ Are there any errors when the code is validated?</li><li>○ Does the script work on any browser?</li></ul>	25
<b>Total</b>	100

The presentation will be worth 5 marks of your engagement mark for the course.

## Bonus

Design and build a component for your site that can be published on Codepen.