ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course Title	MCAST Advanced Diploma in IT		Lecturer Name & Surname		Andrew Caruana	
Unit Number & Title	**ITWEB-406-1501: Website Design**					
Assignment Number, Title / Type	**1, Developing a responsive website (Home)**					
Date Set	**15-12-2023**	**Deadline Date**	**12-01-2024**			
Student Name		**ID Number**			**Class / Group**	

	Student's declaration prior to handing-in of assignment:
☐	❖ **I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy**
☐ ☐	*Student's declaration on assessment special arrangements (Tick only if applicable)* ❖ *I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.* ❖ *I declare that I refused the special support offered by the Institute.*

Student Signature:		Date :	

Assessment Criteria	**Maximum Mark**	**Mark Achieved**
KU2.5: Collect and prepare site content	5	
KU3.2: Define the basic selectors of a JavaScript framework	5	
KU3.3: Show knowledge of functions and events of a JavaScript framework	5	
KU3.4: Describe the use of a plugin based on JavaScript	5	
AA2.2: Implement styling layout structures	7	
AA3.1: Use JavaScript to implement basic functionality	7	
AA4.1: Explain how a website is properly tested	7	
AA4.2: Deploy a website to demonstrate its functionality	7	
SE4.3: Propose and implement further changes to improve cross-browser compatibility	10	
SE4.4: Assess how the usability of the website can be improved	10	
Total Mark	**68**	

Assessor's feedback to student

(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)

	Name & Surname	Signature	Date
Internal Verifier: Approval of *assignment brief*		For approval signature, please refer to electronic audit trail	
Lecturer / Assessor: Issue of results and feedback to student		For approval signature, please refer to electronic audit trail	
Internal Verifier: Approval of *assessment decisions (Sample)*		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of corrected assignment.			

Advanced Diploma in IT (MQF Level 4 – Year 1)

ITWEB-406-1501 - Website Design

Home Assignment: Developing a responsive website.

Assignment Guidelines

- ➢ This assignment is a **Home Assignment** and should be strictly completed by **12th January 2024**.

- ➢ Fill in the assignment **cover sheet completely**. The student's assignment cover sheet should be attached to the project being submitted. Note that assignments handed in without the cover sheet will be considered as *Not Submitted*.

- ➢ Answer all the questions in a separate document or relevant programs/files.

- ➢ Clearly highlight the Criteria Number/Question Number and your answer in your work.

- ➢ Submission method: **Soft copy** <u>only</u> and on **Moodle** (more instructions will be given by your lecturer).

- ➢ **Plagiarism is strictly prohibited. Proper references must be used**. **Copying** will be **penalized** in line with the College's disciplinary procedures.

- ➢ **Individual interviews** may be held and hence the achievement of marks will depend on the outcome of the interview accordingly.

Assignment Overview

*A start-up firm has created a business plan and secured a meeting with potential investors to start operating in the iGaming industry. The plan is to start with a website that allows users to play **8 Casino Card Games (Poker, Blackjack, etc.)**. You were asked to design and create a prototype that would bring this idea to life.*

Section 1 - Plan and design

KU2.5 – Collect and prepare site content   **5 marks**

Create wireframes using Figma or Adobe XD.

- o   Home with Login and Register buttons   2 marks
- o   About us (Use any content you like)   1 mark
- o   Contact us (Use any content you like)   1 mark
- o   Space for different games   1 mark

Notes:

- - Wireframes should be for desktops, tablets, and mobile phone devices.
- - Different sections do not need to be on different pages if the design is neat and works for the above-mentioned project. You can get ideas from current operating iGaming websites.

Section 2 – Implementation

Time to start with the implementation phase.

AA2.2 – Implement styling layout structures   **7 marks**

Using HTML and CSS create the pages according to the wireframes you created in the design stage.

- • Home - Login / Register   2 marks
- • About us (Use any content you like)   1 mark
- • Contact us   1 mark
- • Space for different games   3 marks

AA3.1 – Use JavaScript to implement basic functionality   **7 marks**

When the **Login** button is pressed a login form that accepts a username, and a password is displayed. When the login button is pressed an alert box saying "you are logged in" should be displayed and the user sent to the 'Games' screen. *(irrelevant of the details entered)*   7 marks

KU3.2 – Define the basic selectors of a JavaScript framework **5 marks**

The Register button should display a form   1 marks

When the register button is clicked, **validate the inputs using jQuery**

- • Name and Surname textboxes allow only letters   2
- • Phone numbers textbox allows only numbers   1
- • e-mails are in the correct format xxxx@xxxxxx.xxx   1

KU3.3 – Show knowledge of functions and events of a JavaScript framework **5 marks**

Images in the **'Games''** section, must have a "try me" button with an 'onclick' event. 2 marks

Once the button is clicked, a window or tab with a relevant background should open 3 marks

KU3.4 – Describe the use of a plugin based on JavaScript framework **5 marks**

Using Bootstrap create a gallery with a minimum of 9 casino related images 3 marks

Discuss the steps to create the gallery in your document   2 marks

AA4.2 – Deploy a website to demonstrate its functionality — **7 marks**
Backup your work on a GitHub repository with a min of 5 commits — 3 marks
Load the work on GitHub pages — 4 marks

SE4.3 – Propose and implement further changes to improve cross browser compatibility — **10 marks**
Implement Media Queries so that the website is properly viewed on mobile devices — 5 marks
Implement Media Queries so that the website is properly viewed on tablet devices — 5 marks

Section 3 – Evaluation and Testing
Your implementation stage is complete; however, some fine tuning is still required

AA4.1 – Explain how a website is properly tested — **7 marks**
Validate your work using https://validator.w3.org/ — 2 marks
2 correct test cases performed and documented. — 2.5 marks each

Below is a sample test case you can follow.

Test Case ID	BU_001	Test Case Description	Test the Login Functionality in Banking		
Created By	Mark	Reviewed By	Bill	Version	2.1
QA Tester's Log	Review comments from Bill incorprate in version 2.1				
Tester's Name	Mark	Date Tested	1-Jan-2017	Test Case (Pass/Fail/Not	Pass

S #	Prerequisites:			S #	Test Data
1	Access to Chrome Browser			1	Userid = mg12345
2				2	Pass = df12@434c
3				3	
4				4	

Test Scenario Verify on entering valid userid and password, the customer can login

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Navigate to http://demo.guru99.com	Site should open	As Expected	Pass
2	Enter Userid & Password	Credential can be entered	As Expected	Pass
3	Click Submit	Cutomer is logged in	As Expected	Pass
4				

SE4.4 – Assess how the usability of the website can be improved — **10 marks**
Document conclusion
- Provide a critical reflection of your work — 4 marks
- Future work — 3 marks
- Discuss on the improvements that can be made — 3 marks

Marking scheme

Criteria	Marking structure	Maximum mark	Mark Awarded
KU2.5(Q1)	Award 1 mark for each wireframe created. • Home Page • Login/ Register • About us • Contact us • Games	5	
AA2.2 (Q2)	Proper implementation of layout and content using HTML & Proper implementation of styling using CSS. • Home Page • Login/ Register • About us • Contact us • Games 1 mark for the first 4 sections created respecting the wireframes from the design section. 3 marks for the games section.	**7**	
AA3.1 (Q3)	1 mark for onclick event with proper reference 1 mark for proper function creation 3 marks for login page display 1 mark for alert saying "you are logged in" 1 mark for sending user back to the 'Games' screen	7	
KU3.2 (Q4)	1 mark for the creation and display of Registration form. Award 1 mark for each proper input validation • Name • Surname • Phone number • e-mail	5	
KU3.3 (Q5)	2 marks for onclick event with proper reference 3 marks for displaying pages with different backgrounds for each game	5	
KU 3.4 (Q6)	3 marks for implementation of gallery using a JavaScript framework (e.g. Bootstrap or jQuery) 2 marks for proper step by step explanation within the document	5	
AA4.2 (Q7)	1 mark for proper setup of GitHub account 1 mark for proper setup of GitHub repository 2 marks for 5 commits within repository. 3 marks for deploying website through GitHub pages	7	
SE4.3 (Q8)	5 marks for proper implementation of @Media in CSS to view page on mobile phones. 5 marks for proper implementation of @Media in CSS to view page on tablets	10	
AA4.1 (Q15)	2 errors found and documented using the HTML Validator, and fixed and re-validated again. (1 marks for each error identified, documented, fixed and re-validated). 2 correct test cases performed and documented (2.5 marks each)	7	
SE4.4 (Q16)	1 mark for the mention of each limiting factor (up to 4 marks) 1 mark for every possible improvement mentioned (up to 3 marks) 1 mark for every possible future function/ addons of this project. (up to 3 marks)	10	

Total Marks (out of 68): _____