User Interfaces – Project Milestone 2 V2

Worth: Milestone 2 - worth 15%

Due: **May 16, 2023**
Groups: You are to work in groups of 2 people. Pick a partner you work well with and hopefully have the same "passion" with.
Late Penalty: Late submissions lose 10% per day to a maximum of 3 days. Nothing is accepted after 3 days and a grade of zero will be given.

Milestone 2 hand in: I will already have your website URL from Milestone 1, you do not need to resubmit this. For Milestone 2, **each partner** will submit **one additional text file**. This time, write **in your own words** a few sentences summarizing your website and **your** contributions to the project, and make sure you answer (individually) the questions asked in these instructions.

Milestone 2 Overall Requirements

There are five main requirements, along with a rough marking breakdown for each:

1. Actual content (20%)
2. Shopping cart functionality (20%)
3. Unique Theme (20%)
4. (new in V2) Accessibility (20%)
5. (new in V2) Web Development in 2023 (20%)

For each of these, I've put a few more instructions and clarifications below:

1. **Actual content** (not Lorem Ipsum, etc.) on all of your pages.
   a. You may create this content yourself, or find/generate the content from other resources, or a mixture of both.
   b. If you find/generate content from another resource, you **must** attribute the sources of all pictures and/or text that you use. See How to Attribute Sources (text, pictures, etc.) for resources about this.

2. **"Shopping cart"** functionality
   a. That is, someone who visits your website should be able to "add" items to a cart, and have that be remembered by the website.
   b. Use a plugin for this -- feel free to "shop around"(!) (don't actually pay for a plugin though, they should all be free).

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     c. Explore the Wordpress plug-in manager for instructions -- there are no specific requirements other than having it on the page and having it work (it should work out of the box, but you may need to read the docs and tinker).

3. **Unique theme**
   a. Use the wordpress Theme Selector to select a theme. Read the CSS for that theme (it's well-written!) and make changes as you see fit. Document these changes in comments in the CSS. I've linked some step-by-step instructions and extra resources for how to make these changes. See [How to edit CSS and HTML in Wordpress](#).
   b. You must add at least one unique component/utility/feature (a slide show, a dropdown navbar, etc.)
   c. You must ensure your layout and components are **responsive** for mobile, tablet, and desktop devices (see [Week11 course notes](#) for review.

4. **Accessibility**
   a. See [Responsive and Accessibile Design Checklist](#) below for requirements.
   b. You can find further resources in the [Week14 course content](#) as well as the [Week15 tutorial](#)

5. **Web Development in 2023**
   a. This section is a small tutorial on what the next steps are after this course!
   b. This section is **individual,** though you can of course discuss your answers and thoughts with your classmates! Just make sure you write yor final answers in your own words using your own thoughts to organize the information.
   c. Basic overview: There is a youtube video that summarizes the course content we have learned alongside other need-to-know information about web development. We will watch parts of this video, and then answer some questions about it. [Traversy Media: Web Development in 2023](#) .
   d. See [Web Development in 2023 - A Practical Guide](#) later in this page for the complete for questions and requirements. Your answers should be included in the **individual text submission** as part of the Milestone 2 hand-in (see page 1 of for details).

That's all!

Resources

How to edit CSS and HTML in Wordpress

- [Step by step guide (How to Edit CSS & HTML in WordPress theme-junkie.com)](#)
- [Wordpress.org CSS documentation](#)
- [Wordpress.org Themes documentation](#)
- [Wordpress Site Design & Layout documentation](#)
- [Wordpress Site Validation documentation](#)

Responsive and Accessibile Design Checklist

Adapted from [MDN Accessibility Testing Checklist](#) . See [Week14 course content](#) as well as the [Week15 tutorial](#) for more resources

- Try to make sure your HTML is as semantically correct as possible. [Validating it](#) is a good start, as is using an [Auditing tool](#). If you cannot edit HTML that does not pass validation/audit, write a comment about this.
- Check that your content makes sense when the CSS is turned off.
- Make sure your functionality is [keyboard accessible](#). Test using Tab, Return/Enter, etc.
- Make sure your non-text content has [text alternatives](#). An [Auditing tool](#) is good for catching such problems.
- Make sure your site's [color contrast](#) is acceptable, using a suitable checking tool.
- Make sure [hidden content](#) is visible by screen readers.
- Run your site through an [Auditing tool](#).

How to Attribute Sources (text, pictures, etc.)

- [How to Correctly Attribute Creative Commons](#)
- [MDN Attribution and copyright licensing](#)
- [MIT citing code](#)

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Web Development in 2023 - A Practical Guide

Each of the questions below pertains to ONE of the chapters in the YouTube video i linked in the lecture notes. I've put timestamps next to each chapter. I also recommend using the subtitle files that I have linked in the lecture notes to search for topics and keywords.

1. (3:38 - 6:23) Goals:

Choose ONE of the four "goals" for learning Web Dev that interests you the most, and explain why.

2. (6:23 - 9:05) Types of web developers

Briefly explain some similarities and some differences between Front-end, Back-end, and Full-stack developers.

3. (13:55 - 19:44) HTML & CSS

This section just reviews course content. Rewatch this section and answer the following questions for my sake: which of the 7 highlighted topics did you feel you learned the most about? Which of the 7 did you feel you learned the least?

4. (19:44 - 23:17) Javascript: this is useful to watch but I don't actually have any questions about it.

5. (23:17 - 25:23) SASS and Post CSS

What are the main differences between Post CSS and Sass? (i.e. which one is the CSS preprocesser, which one is the JS post-processor, what do those concepts mean

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6. (25:23 - 28:27) CSS Frameworks

Two of the main CSS Frameworks that Traversy highlights are [TailwindCSS](#) (which I demonstrate in class on May 10) and [Bootstrap](#).
  - Which one is a utility-based framework?
  - Which one is a component-based framework?
  - What do those concepts mean?

7. (28:27 - 33:01) UI Design Principles & Design Software: these are useful to watch but I don't actually have any questions about them.

8. (45:27 - 48:54) Foundational FE Developer

Rate your own understanding of each of the 7 main topics listed here (include your understanding from other courses, not just mine)

9. (48:54 - 57:50) Your Next Move & Build Tools & Front-end Frameworks: these are useful to watch but I don't actually have any questions about them.

10. (way later in the video, 1:38:48 - 1:40:02) No-code Tools
    a. Aside from Wordpress, what are some other No-Code tools listed here?
    b. Who does Traversy say No-code Tools are most useful for? (freelancers, developers, designers)
    c. What types of projects are No-code Tools very useful for, even if you are a developer?