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| --- | --- |
| **Project Case** |  |
| COMP6176 | COMP6232  Human and Computer Interaction |
| **Computer Science** | **E212-COMP6176-JF06-00** |
| ***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*

**Doto 2**

**Doto** is a widely known MOBA game. It has over 11 million players worldwide. Currently, the developer of **Doto** is developing its sequel, **Doto 2**. To ensure **Doto 2** follows the success of its predecessor the developer of **Doto 2,** Mr. Salimhires you as a web designer to create a **website** that provides information about the game. He also asked you to create a new **logo** that represents **Doto 2** for the website you create.

The website of **Doto 2** must satify the following requirements:

* + - 1. We need a **logo** that represents the image of the game with **MOBA** genre. 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. We want you to design the **blueprint** of your **homepage** first before starts the development on the HTML files. The **blueprint** will be created using **Adobe** **Photoshop CC 2020**. Ensure the **blueprint** that you create are 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. Wewant our game website provide **information** **about the game**, **the** **gallery of** **heroes, game mechanics**, **merchandises,** and **an account registration page**.
      4. Wewant you to build an attractive, appealing and fully functioning website, Mr. Salim wants you to create the **website using responsive** **design**. The website should be accessible by using 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. Website consists of five main pages. They are **home**, **heroes**, **game mechanics**, **merchandises**, and **registration**. You need to create the **navigation menu** using **Drop down menu** using **CSS**. Below are the requirements for each page:
* **Home**

In the home page there is an **information** about the game. We also want to have **image-slider** on this page to show the **game overview**. The **image-slider** must be created and animated **using jQuery**.

* + - **Heroes**

This page will provide **images** of playable characters in **Doto 2**. Provide a **brief description** for each hero such as their **names** and **unique abilities**..

* + - **Game Mechanics**

Provide information about **Doto 2** game mechanics. This page will act as a **guide for new players** so they can understand **how to play** the game. You are free to explain concisely or thoroughly as long as the basic mechanics is covered.

* + - **Merchandises**

In this page you will promote **Doto 2-**related merchandises. The merchandise sold consists of **apparels** and various **collectibles**. Please provide **pictures**, **name**, and **price** for the merchandises. You can also add another category for the merchandises.

* + - **Registration**

New players will be able to create their account in this page. They will need to submit information such as **username**, **email**, **password**, **region**, and **date of birth**. You are asked to create **5 kinds of validation** using **JavaScript**. Please note that **regular expression is not allowed**.

**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. Use **Mozilla** **Firefox 22** or above version to check design compatibility.
        9. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets** and **mobile devices**.
        10. Organize your files with subdirectories.
        11. 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, \*.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!**