

DIGT 1302 - Web Development Basics

Term Project

Summer 2025

Project Overview

In this project, you will work in teams to design and build the front-end of a Web application of your choice using HTML, CSS, and JavaScript within the development environment that you learned about in the course. The project will be delivered in three phases, each with specific requirements and deadlines.

Project Setup

1. (If you haven't already) Create a GitHub.com account and a repository that you will use for this class.
2. (If you haven't already) Follow the Development Environment Setup page on eClass (<https://eclass.yorku.ca/mod/page/view.php?id=3537293>) to create a repository and set it up such that you can host and view your finished project phases on GitHub Pages, i.e., GitHub.io domain name. You will need to provide that URL for your peer review.
3. Create a folder in your repository that will serve as a container folder for your project. You can name this repository as you see fit for your project.
4. You are NOT allowed to use any CSS (or Javascript) framework for this assignment, including Twitter Bootstrap CSS Framework. No framework CSS files should even be referenced in your html files, even if you are not using them.

Deliverables

The project will be carried out at several phases as the course material goes. At every phase you will be provided with important guidelines that will help you determine the elements and features to be included in, and performed, by your application.

The project includes 4 deliverables:

1. Project Proposal
2. Phase 1: Content Development
3. Phase 2: CSS Styling and Responsive Design
4. Phase 3: Dynamic Behavior and Functionality

Due Dates

- Project Proposal: May 18, 2025
- Phase 1: June 8, 2025
- Phase 2: June 29, 2025
- Phase 3: August 3, 2025

Project Proposal

Your first step is to prepare a Proposal. The purpose of the proposal is to pick a topic or theme for your web application. You can follow these steps for your deliverable:

1. Form a team:

The project should be completed in a group of three (3) or four (4) students. So, greet your classmates and think about putting together your group for the project. Ensure the names and email addresses of all group members are at the top of the reports submitted.

2. Brainstorm Web applications ideas:

You can think about the things you enjoy doing or learning about. This could be a hobby, a favorite subject, or a passion. You can also think about problems or needs that you or others face, and how a web application could solve or address them. The next step is look at existing web applications and see how they address similar problems or needs.

Another option is to talk to your supervisor, colleagues, or clients to identify a problem or need that your employer is facing. This could be a process that could be automated, a tool that would improve productivity, or a solution to a common issue.

Combine your interests, problems, and research to come up with ideas for a web application and try to have an abstract understanding about the features, functionality, and user experience of your web application.

Few Example Web Applications:

- Online shopping business
- Student management system
- Travel reservation system
- Social media platform

3. Define website features and functionalities:

- Determine the essential pages (e.g., homepage, about, contact)
- Plan interactive elements (e.g., forms, galleries, navigation)

4. Write a proposal for your application:

Write a 1-2 page(s) document detailing:

- Web application name and purpose
- Target audience and their needs
- Features and functionalities
- Technical considerations (e.g., responsive design, accessibility)

Submission

You need to submit a pdf document with a maximum length of 2 pages:

- The first part should include the team information (Names, IDs, YorkU emails).
- The second part should include your proposed web application according to the described requirements above.

Proposal Deadline

May 18, 2025, 23:59pm