

WEB DESIGN

PROJECT REPORT

PROJECT TEAM	
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Project Name - myTecareer website

https://mytecareer.github.io/home/index.html

Overview

Our website is named 'myTecareer', which is a camel case design and a combination of 'tech' and 'career'. The website's target is mainly benefits for a technique graduates' career path, including before graduation preparation guide, the latest tech news, and the professional investigated company reviews. All these parts are focused on providing professional knowledge to guide a student in their future career.

At the very beginning to take this project task, me and my teammate had some brainstorming about what domain do we want to approach, then this idea surfaced. Because a student in computer science will graduate in the near future, a common demand for us is seeking a dream job. And some chaining question surfaces too, what is a dream job? How do achieve it? What can we do now? So we decided to develop a consolidated one-stop website that could establish an eco-system concerned from a student's view and actual needs.

1. Design

1.1 Research / Investigation

There are three steps in our research.

In the first step, we discussed and wrote down several specific questions and brought these questions to further investigation in the next steps. Such as what you like the most when browsing a career website, what's the top three topics you are desired as a science student, what kind of layout attracts you, what you dislike, etc. And decided three competitors will investigate, and the questions such as what makes us feel wow in these websites, which one is the best we would like to use the most frequently in the future, and what is the thing we won't let is appear in our web design.

In the second step, we interviewed each other in our group and four people outside the group about the questions above. The four persons outside the group include two classmates from other project groups, a CS master of TCD, and an associate dean of a university. What we did is trying to get points of view from different roles that are related to our project domain. We concluded the feedback as below:

- The common demands from all feedbacks are an interview guide including how to write a CV and resume modification, how to prepare interview, and what big events happen in the career markets.
- 2. The feedback of some websites' annoying factors is that the advertisements pop up constantly, the structure is complicated to locate, the information is too long, and the website with too many colors.

In the third step, we separately investigated three same competitor websites, which are Linkedin.com, Indeed.ie, and Glassdoor.ie and we communicated our point of view about these websites. We both came to the following consensus:

- 1. Linkedin.com: simple layout with light colors.
- 2. Indeed.ie: simple layout with light colors and functions are very straight forward. It's easy to know where to start and easy to access the different contents plate.
- 3. Glassdoor: easy to locate different functions. But a prompt window happens all the time.

1.2 Requirements & Technical Approach

Based on the above multi-dimensional research and inner team discussions, we decided on the main principles of myTecareer website's design and the content's tone of the four limited pages. The main principles are simple layout, clear structure, elegant colors, and convenient function positioning. Content focuses on career guide tips, the latest news on skilled labor, and multiple perspectives reviews on top companies.

In the technical approaches for these concrete requirements, we used wireframes to design the web pattern before starting to code. When began to code, we used some Agile methodologies, including planning the project in several sprints along with KANBAN and 'standup meeting' every day. These methods helped us to break down the complex requirements, and also help our project and teamwork move smoothly to finally meet the initial expectations step by step.

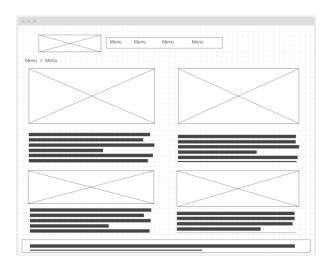
In detailed coding, we use HTML and CSS for basic development. We took the time to learn Bootstrap to meet the requirements of responsive pages and framework implementations. Additionally, we use JavaScript for user input conditional checks and jQuery onclick events, such as clicking to read more paragraphs and highlighting when hovering over certain tags or areas.

Tools used: KANBAN(https://miro.com/app/board), w3school, wireframe tool(https://wireframe.cc), jQuery library (https://jquery.com)

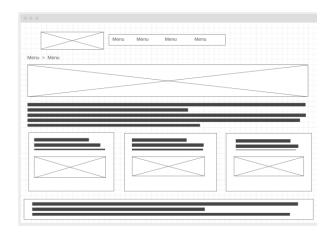
1.3 Sitemap & Wireframe Index.html



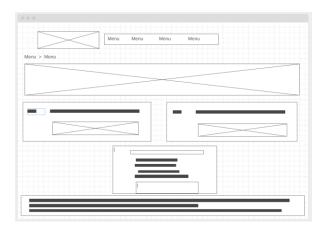
Tips.html



News.html



Review.html



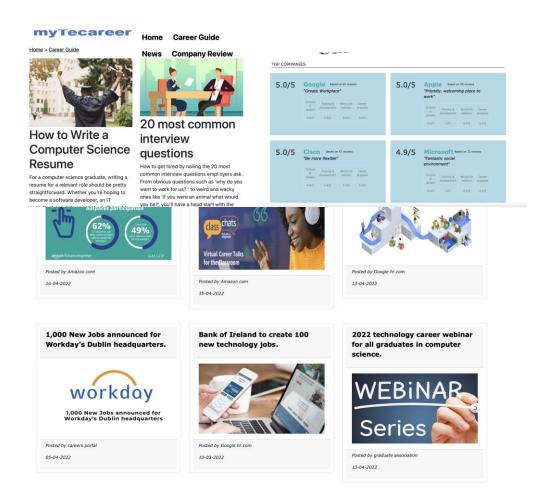
2. Development

A consistent styling development adopted in all our pages, including color theme, consistent header, breadcrumb, banner, and footer.

Moreover, our development focus on the below mindsets and corresponding technology for specific requirements:

1. Bootstrap 5

- 1.1 Bootstrap 5 containers: adopted fixed container and fluid container to realize responsive webpage layout.
- 1.2 Bootstrap 5 grids: adopted class .col and .col-sm to realise the design of webpage structure.



1.3 Bootstrap 5 button: to realize the consistent button styling in all of our pages.

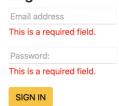


1.4 Bootstrap 5 cards: to develop the page 'News' layout, which includes a card-header, card-body, and card-footer for each piece of news, that satisfies the requirement of being clear and simple to read. If we have more pages to develop, this part will be expanded into a separate page to display contents for each news.



2. jQuery

- 2.1 Hide and show
 - 2.1.1 to show a reminder when mandatory input missing. Login



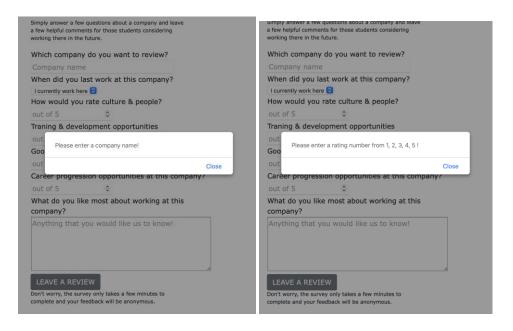
2.1.2 to allow a user read more or less a long paragraph.



2.2 Hover event: highlight a certain tag or area when the mouse hovers on it. Below example of a white highlighted area is a hover event.

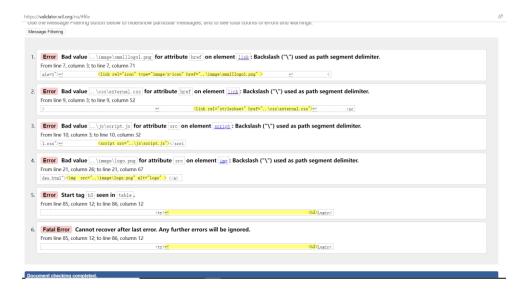


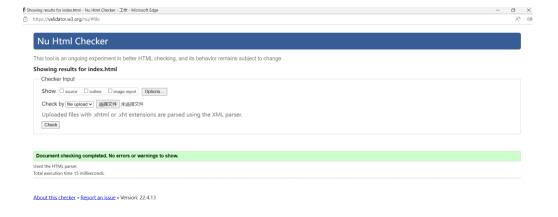
3. JavaScript: to realize the condition check in a certain form such as login function and review submit function.



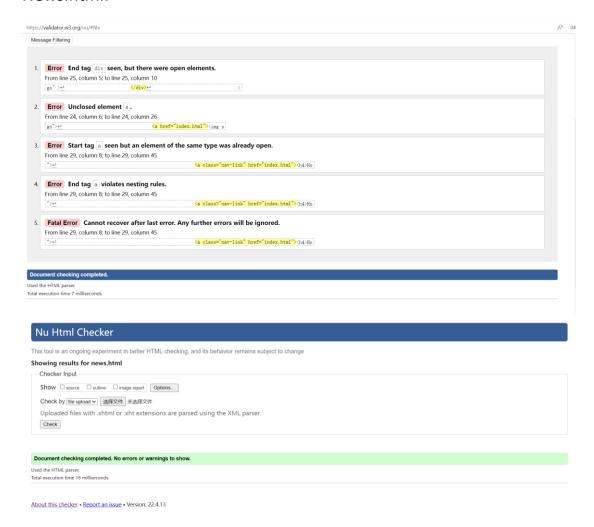
Validation & Errors

We have validated all of html, css, script files, ensuring there's no error before deployed. Index.html:

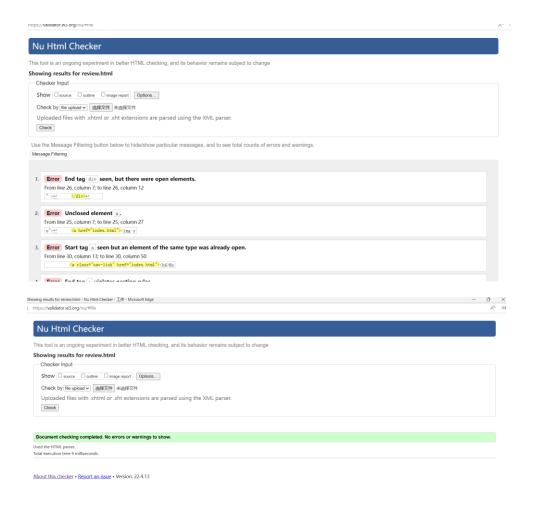




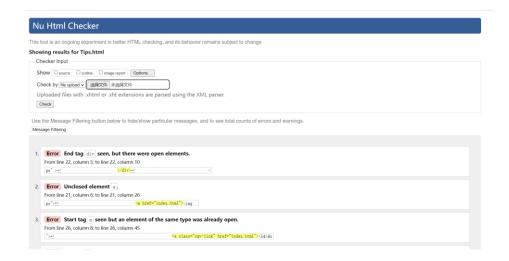
News.html:



Review.html:



Tips.html:

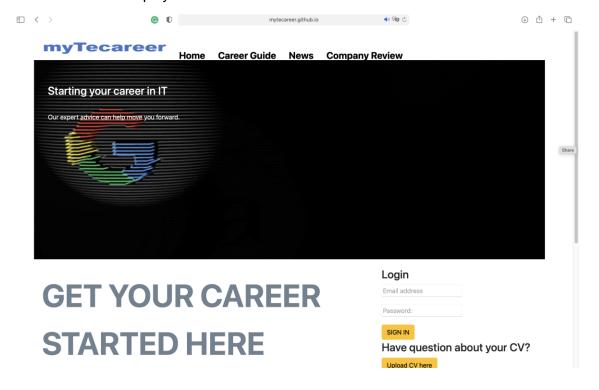




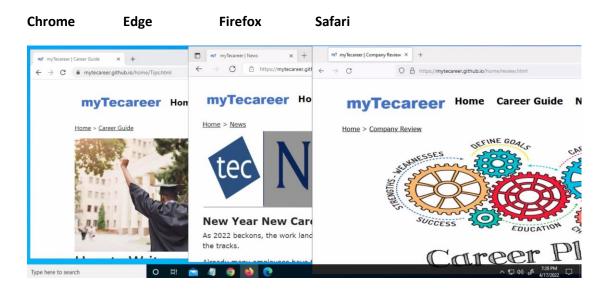
About this checker • Report an issue • Version: 22.4.13

3 Deployment

Our website was deployed on GitHub.



4 User Testing





We know you need tips for interview! Ch

Here are all the news will help you!

5 Project Team

Check here

To be a team, we used Agile methodologies to control project phases and to ensure nonobstacle communications.

5.1 'Standup meeting' at 10 am every day to quickly recap what has been done and today's planning, what problems and obstacles we met were aroused and solved in this quick meeting. A good example of this meeting was we decided on a name rule for class when developing for each page, which is "page name_class name" and at the same time using *****developer's name-page name***** in the CSS file as a dividing line. This worked very well to avoid risks when we consolidated external files to one in the later sprint.

5.2 We broke down project details into several sprints, to help us complete it step by step. Sprints helped us avoid any delay in project completion, and helped us keep optimizing web layout, function details, contents, styling, etc.

Section 6: Conclusion

An orderly early designing and planning, a stable pace of development, and a communicable aligning at the end phase make us complete this collaboration project complete smoothly within the required timeline. Thinking back, doing a team project is harder than self-development, which needs multi parties' good sense of cooperation and along with good leading principles to make sure the quality. Every this moment, the related management methodologies will work as a principle to make things easy. We are very appreciative to learn from this project is that it's not only a project but also a good practice of trying to do one thing from a higher perspective and a good practice of combining what we learned in different courses such as web design and objected-oriented software development. Finally, if we have more time we will learn more knowledge about the dynamic web design development to add some plates such as constantly updated job opportunities.

Section 7: References / Appendix

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