2015 SBA SAMPLE THE ELECTIVE PART (OPTION C) ENGLISH VOCABULARY GAME [DEMONSTRATION]

(ADAPTED FROM 2012 SBA SAMPLE)

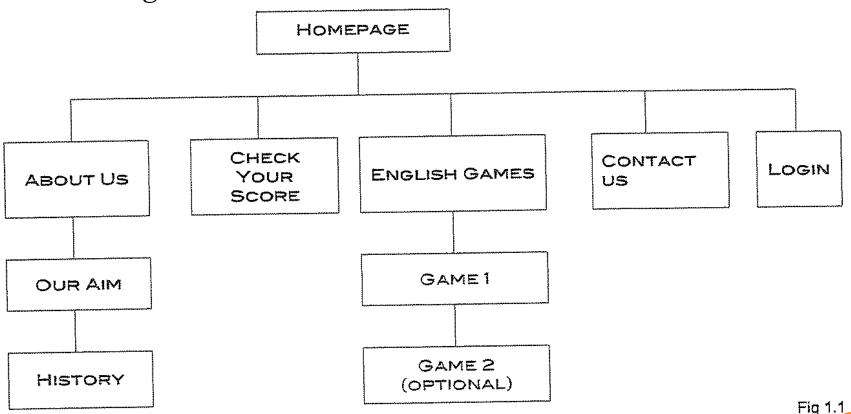
NOTE: THE PROJECT WORK CAN BE RECORDED IN WRITTEN DOCUMENTS SUCH AS PROJECT REPORTS AND PRESENTATION DOCUMENTS, OR IN OTHER FORMATS WHEN APPROPRIATE.

PROBLEMS

- English games for children?
- Functions & resources for children & parents?
- User-friendliness?
- Efficient use of PC resources?

WEB PAGE DESIGN

Navigation Structure



About Us

- Our aim: introduce the mission of the education center
- History: Briefly explain the history of the center

Check Your Score

 Provide different statistics for users to keep track on their progress

English Games

• Show the English games and provide hyperlinks to the game

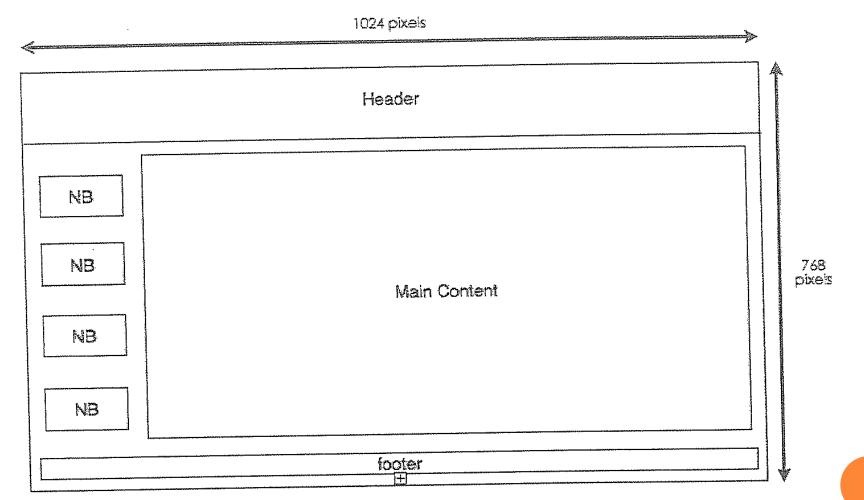
Contact Us

Provide different contact methods to students

Login

For users to login their accounts

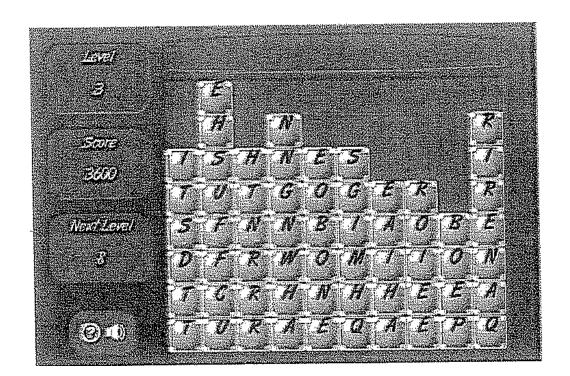
LAYOUT



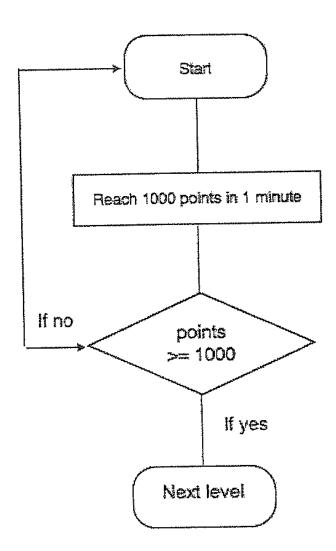
- 1024x768 pixels
- Ratio of heights
 - header: main index page: footer = 1:8:1
- Color scheme
 - Primary: light green
 - Others: orange & blue
- Header
 - Logo & name
- Navigation button
 - Two-level pull down menu
- Footer
 - Copyright statement
 - Latest news (marquee)

GAME

- Word-finding game
- Target group: Primary 4-6
- o Technology: Flash, JavaScript



FLOWCHART OF THE GAME



TEST PLAN

Testing Plan

Test 1: Test whether the webpage is showing properly in different web browsers

Test 2: Test the login plug-in is working properly

Test 3: Test the Facebook 'LIKE' button is working properly

Test 4: Test the game page can link to external website properly

Test 5: Test the E-mail plugin is working properly

TESTING PLATFORM

CPU: 2.5GHz Quad-Core Intel Core i5

Monitor Resolution: 1920 x 1080 resolution

Ram: 4GB (two 2GB) memory

Hard disk: 500GB hard drive:

Graphics card: AMD Radeon HD 6750M with 512MB

OS: Mac OS X Snow Leopard

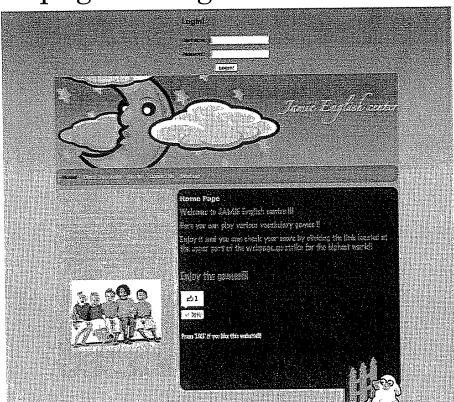
• Objective: Display consistently in different web browsers (IE, Firefox, Safai & Chrome)

• Method: Load the web pages using different

browsers

• Result & conclusion

No errors



- o Objective: Login plug-in works
- Method: Login the system using correct and incorrect login names and passwords
- Result & conclusion
 - Expected result are produced

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Executor:		
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	Logini	

- Objective: Test the Facebook 'LIKE' button
- Method: Click the 'LIKE' button
- Result & conclusion: works properly

TEST 4

- Objective: The hyperlink
- Method: Click the hyperlink
- Result & conclusion: The hyperlink works properly but the window size is too small.

• Objective: The email plugin

• Method: Send an email

• Result & conclusion: The email address is wrong.

Correction is made.

Contact Us	4 > =
Contact Number : (852) 1234 2345	
Email: You can send email to us by t	cyping below
Name:	
P nall:	
moz niemablijdisme	
Subject:	
Message:	
Send	a

CONCLUSION & DISCUSSION

I have gained priceless experiences after doing this assessment. The most difficult part of this assessment is construction the website. Lots of amendments need to be made even at the final stage of the assessment such as changing the limits of the login plug-in. Also, this project let me learn more about web construction and website management, which are useful for me in the future.

Part of my classmates said building a website is a difficult job. Although I have this thought too, but you can find so much fun during a web construction. Also, this report cost me a lot time since I have to edit it many times before handing in. But still, I enjoyed the process!

LEARNING PROCESS

- Learn about the difference of different IT tools
- Learn about using Sandvox, a web constructing software
- Learn about using web injection
- Learn about editing picture
- Learn about making art text
- Learn about how to design the web simply a draft

IMPROVEMENT

- Add more vocabulary games
- Enhance the game with better technology

FUTURE DEVELOPMENT

- Add a game ranking in the homepage
- Enhance the login system
- Set up a notice board