

Taitaja2023\_206\_FI (English)

# Web Development final task

## Introduction

In Taitaja 2023 final task, you will design, develop, and implement a page related to a new service based on the ideas and requirements given by Oppidoo Oy (<https://www.oppidoo.fi/>). You will also implement the technical functionalities related to the page according to the given framework.

You will also meet with the client's representative, Mari Laurenus, the founder and entrepreneur of Oppidoo Oy. For Mari, it is close to her heart to help with mathematics education. Her main motto is "Everyone can learn mathematics", which should be reflected on the website. She has helped numerous students overcome learning difficulties in mathematics. With Mari, you will brainstorm new interactive features and website renovation for the new online service.

The website's appearance is also from the time of its establishment, so in addition to functionality and discoverability, the site needs a modern look. The client has a new design created by a graphic designer as a basis for the Oppidoo.fi renovation. Mari is also interested in continuing development work on the site in the future.

The main objective of the website renovation is to improve the page's usability and increase customer engagement on the website. As part of the final task, you are required to create one game for this service. The specifications and technical requirements for the game are outlined in a separate module.

In addition to technical, quantitative, and qualitative criteria, customer collaboration skills are also evaluated in the task.

The client's requirements for the website are as follows:

- Modern appearance
- User-friendliness and responsiveness
- Ease of maintenance and updating.

## Customer introduction

Oppidoo Oy is an innovative educational and training company.

They provide multidisciplinary expertise to support the child's growth and development. The target group is children and families, from toddlers to teenagers and adults. They organise private lessons and small group lessons. Their teachers are qualified educational professionals. Each lesson includes an educational goal designed specifically for this child or young adult's future and meaningful adulthood.

They focus on increasing internal motivation, finding one's learning style, meaningful work and rewards.



**Louhi**



## Module A

# Planning, working with the customer and project management

Competition time used for the task: 2h.

In this module, you prepare to meet the client individually. Use this time to gather ideas and examine the current site to offer suggestions for improvement. The main goal of this module is to prepare an improvement proposal to fix, improve and reorganise the current homepage.

At the beginning of the module, the client presents his company, website, and vision. You can make notes on paper and ask questions if necessary. During the customer presentation, your task is to gather enough information to complete this module successfully.

Site problems:

- the page is outdated and faulty
- poor Search Engine Optimization (SEO)
- ideas are needed on how to make the site more interesting and modern

Make suggestions to correct **each** problem. If you find other problems with the page, please include possible solutions in the proposal.

## Suggestions for improvement

The format of the proposal is free, but it must be in .pdf format and added to the GitHub repository of the final task. Name the file as follows: oppidoo\_improvements\_firstname\_surname.pdf. Add your improvement suggestions to GitHub before **11:30 am**.

In this document, you will be presenting your observations and proposed solutions. Specifically, describe how search engine optimisation can enhance the site's findability. Furthermore, your task includes providing a simplified implementation plan for these improvements and advising the customer on addressing any existing issues.

## Project management

In this module, you can set up cPanel and create the technical prerequisites to carry out the tasks of the next module. In addition, you need to define a GitHub repository and create a readme file where you collect all the necessary information about the project.

In this module, the improvement proposals and project management will be evaluated.

**At the end of the module, you must deliver:**

- a) GitHub repository where there is initially a README.md file and improvement suggestions for the customer

## Marks

A1	Suggestions for improvement	8,50
A2	Projektihallinta	1,50
		<b>10,00</b>

## Module B

# Implementation of the web page

Competition time used for the task: 2h.

Your task is to implement a front page and a games page for the customer according to the customer's requirements and wireframe structure. The implemented website must follow the customer's graphic instructions and use the given graphic material. Adhering to the client's corporate look, colours, and styles is essential so that the new website matches the current site. The customer demands that the page is user-friendly, modern, and easy to use on different end devices.

The mandatory parts of the style guideline, which must be taken into account in the implementation, are the logo, colours, fonts and text size, wireframes and images, which must be taken from given assets.

### Frontpage

To ensure proper implementation, it is essential to follow the mandatory parts of the style guideline, which include the logo, colours, fonts, text size, wireframes, and given images.

Follow provided wireframes ([frontpage\\_wireframe\\_desktop.png](#) and [frontpage\\_wireframe\\_mobile.png](#))

Frontpage mandatory parts are:

- **Header**
  - Logo,
  - Menu (Teaching (*empty link*), Blog (*empty link*), Games (*games.html*))
- **Hero-banner**
  - Background image/video for marketing purposes with the short text ([hero.txt](#))
  - CTA button.
- **Math is easy / Math is difficult**

A section which is separated into two parts (Math is easy / Math is difficult)

  - Both have a title, link and background image
  - Use mouseover effects to make this section catchy and attractive
- **Teacher**

Short introduction of the teacher

  - Image, title, text ([teacher.txt](#)), button (*empty link*)
- **Feedback from the customers**

Three feedbacks from satisfied customers ([feedback.txt](#))

  - Each feedback has a name, text and image

- **Games page add**
  - Image/video for marketing purposes with the short text (*games-ad.txt*)
  - CTA button linked to games page (*games.html*)
- **Footer** (texts from the original page)
  - Logo
  - Address
  - Y-tunnus
  - Contact us! – icons for WhatsApp, Facebook ja LinkedIn

## Games page

Follow provided wireframes (*games\_wireframe\_desktop.png* ja *games\_wireframe\_mobile.png*).

Games page mandatory parts are:

- **Header**
  - Logo,
  - Menu (Home (*index.html*), Teaching (*empty link*), Blog (*empty link*), Games (*games.html*))
  - Log-in button
- **Hero-banner**
  - Background image/video for marketing purposes with the short text (*games.txt*)
- **Search**
  - By default, all games are visible
  - Games can be searched by name, and only matching games will be displayed
- **Filtering by categories**
  - By default, all games are visible
  - Filtering options
    - addition and subtraction games (category 1)
    - multiplication and division games (category 2)
    - fraction and decimal games (category 3)
    - geometry games (category 4)
  - Create enough game cards and add different categories for displaying the filtering functionality.
- **Games displaying (*grid view*)**

Games are displayed as game cards

  - Each card must include
    - Image, title, category, link to the game page
  - By default, six first card is displayed
  - For displaying the pagination functionality, create at least seven game cards
- **Footer** (texts from the original page)
  - Logo
  - Address
  - Y-tunnus

- Contact us! – icons for WhatsApp, Facebook and LinkedIn

The Taitaja 2023 organisation's GitHub Final repository contains all the mentioned files and resources. The elements of the site must work responsively, and the service must be optimised for desktop use.

The resolutions used in the review are:

- Desktop use is evaluated with a resolution of 1280px \* 720px.
- Mobile: iPhone SE selected from Google Chrome Developer Tools (375px \* 667px).

Ensure your code (HTML and CSS) is written semantically correctly, and validation does not give errors. The check uses the W3C validator. Note that the written code should be optimised and well-organised. Add comments to improve readability.

To check the quality of the code, we also use the Chrome Lighthouse service. Performance, accessibility, and best practices categories are checked in the desktop view.

**At the end of the module, you must deliver:**

- a) a working static responsive website on the server
- b) updated GitHub repository (created code from module B included) and updated README.md file

## Pisteet

B1	Frontpage	15,50
B2	Games page	13,50
B4	Project management	1,00
		<b>30,00</b>