

Final Year Project

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1 Introduction

This report will discuss the 12 main sections which include the introduction, planning and analysis, design, implantation, deployment, testing, user documentation, maintenance documentation, evaluation, conclusion, project activity logs and references. All these will have their own headings within the sections. This will help the reader understand the project that has been planned out and will show the process to see if it is possible to complete a full website in the time allotted.

1.1 Statement of Purpose

The purpose of this project, is to present all the most meaningful information from the gods, goddesses and the pharaohs of ancient Egypt. This will bring people that have a love for learning further information on a new topic or their favourite topic. The users of the site would likely contribute to a community around the site allowing them to comment on different pages of the topics and also with a store for online sale of products.

1.2 Project Objectives

The objectives for this project is to be able to learn the HTML5 and CSS3 code to develop the website within a time limit and understand the code that has been used to develop the website. The environment used will be Atom and or Notepad ++. The project, which includes the website and this report will be finished on the 1/5/18 for the website and 2/5/18 for this report. Another reason for developing a website is to see if it is possible to learn a new coding language from the basics in 15 weeks and have it semi functional.

1.3 Project Scope

The scope will show what the project will complete:

- Build a working website in within the time limit.
- Complete the report within the time limit.
- The website will work with the most current up to date browsers (Firefox, chrome, etc.).
- Have a form of security for the users.
- Allow the users to modify their own data.
- Only allow the users to comment.
- Allow users to sell items on.
- Allow the users to connect to the admins quickly if issues arise.
- Intuitive and simple navigation structure.
- All pages should look and feel the same.
- Allow user to sign up to the website to access features.
- Have account permission so only the admins can modify the layout or data.

1.4 Goals

The goals for the project which include the website and this report are very important, they include the following:

- The project will be completed even if the website is not finished the way it was planned, the report will show why this is.
- The small deadlines which have been set meaning by certain dates they should have certain sections to be completed by. This will help juggle the report and website giving them the right amount of time.
- Have the account system working correctly.
- Have the store page working correctly and be able to sell and buy goods.
- Allow the users only to comment on the subject's page.

1.5 Constraints + Boundaries

The constraints and boundaries will show what will be completed or could not be complete within the time scale.

Constraints

- The account system might be unfinished in time due to lacking of knowledge, as currently learning the code language and might not be able to code it correctly.
- The payment system for the store might not be done as well because of the skill gap that needs to be learned.
- Because of the limited understanding of the code, it could take longer than normal to understand or complete certain sections

Boundaries

- All pages should be completed and fully linked up. But it might not have functioning features.
- Should have the store displayed and working just that the payment won't be working, it is just for show.
- Have the account system started but might not be finished in time.
- Should have the comment section working
- The report will be finished before the deadline.

1.6 Methodology

The methodology that will be used to complete the project which represent a combination of two various types of methodologies. This will help improve the work flow and how the project is completed for the better.

The first methodology is the waterfall method which represents a linear process. It consist of several various phases. For example the next phase can't start until the previous one has finished. It will not allow the developers to return to a previous step even if the team has discovered something wrong with the phase and that is why the project will be developed by using two methodologies keeping both of them in check and building on the strengths and weakness of each methodology.

The second methodology is agile, which is mostly built with a development team in mind, but in this project there is only one developer, they know what needs to be done and how long it will take, using agile lets the developer hope in and out of the phases doing the phase that they feel that

needs to be finished next. So having waterfall and agile together keeps the work rolling forward but also allows the developer to go back and change design, structures, code, etc.

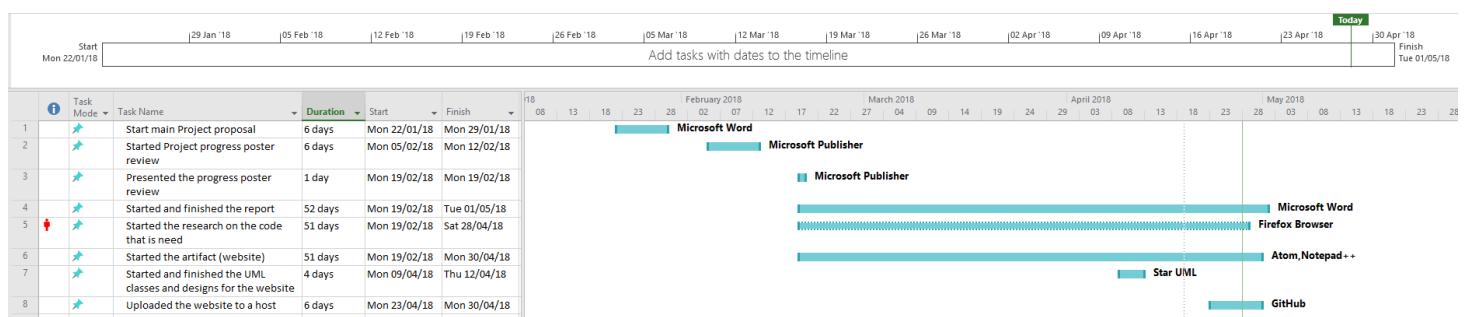
2 Planning and Analysis

2.1 Introduction

This section will be talking about the project plan which will include the time scale of the project. Then the user research. The next one is the target audience which will introduce the audience that will be targeted and having sub headings which will show the primary and secondary target audience. The following section is the user persona which will be an average user of the website. In addition there is the market analysis which is the competition websites and will be talking about the design and layout of the sites used.

2.2 Project Plan

The image below will show the project plan (Gantt chart). It will show what has been started or completed during the start of the project it will include the proposal, progress review, report and artefact timelines showing how many days it took to complete the task, with the task name, the start and finish date and the resources that was used to complete these task.



2.3 User Research

The user research shows the target audience including the primary, secondary and their user personas. This is from research on what type of people will be interested to use the website.

2.3.1 Target Audience

The target audience will be of the older generation and most likely to own a basic PC over a Mobile device, the subject that was used to fill in the website will draw that generation more than any other, but thanks to a recent game on the market called Assassin's Creed Origins which the setting was in ancient Egypt. Which will be gamers more interested in the time period and want to learn more about the setting.

2.3.1.1 Primary Target Audience

The main target audience will be the older generations as they have the most experience in this topic and like to inform new people on the topic. Because of this audience the website is designed to suite the stereotype of the older generations as they are not as knowledgeable in tech as the more recent generations, the age range will be around 45 + and most likely have jobs in history or archaeologists. Because of this having a comment section under the pages will help the users to be able to communicate with each other and having a store will allow the users buy and sell items while on the site.

2.3.1.2 Secondary Target Audience

The secondary target audience will be new and interested people in the topic like teenagers and young adults, the age range will be 14-30 years old, and this mostly be the student age range, which could help them with their studies and by having experts from the primary audience they could get help on the information or topic they are looking for. Another sizable audience will come from the gaming scene because of the recent game called Assassin's Creed Origins which is set in ancient Egypt and gets the gamers interested in the time setting and will look for more information. Plus, by having a store on the site will attract people that want to buy artefacts from that time period.

2.3.1.3 User Persona

This section of the target audience will show a user profile of the primary and secondary target audience, which will include an image, name, age, job occupation (student), bio and interests.

Primary Target Audience

Image	
Name	Tom English
Age	68
Job Occupation	History Teacher
Interests	History, Ancient Egypt, Ancient Greece and teaching
Bio	Like to learn new things about the topic he teaches, like to get the younger generations into the same types of topics. Like to teach on the knowledge he knows.

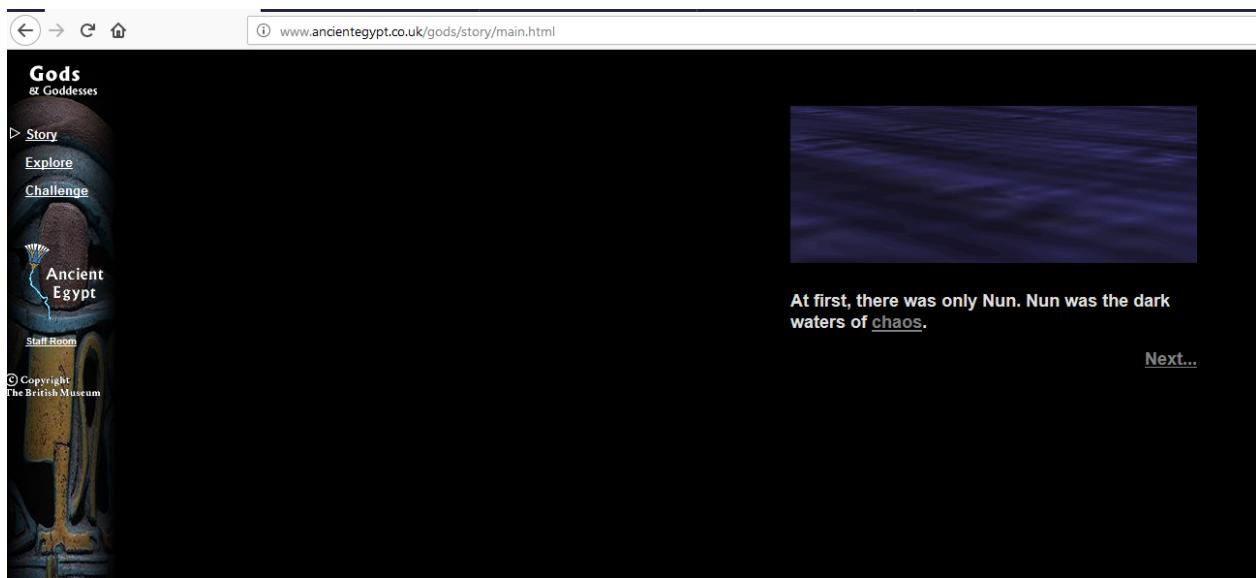
Secondary Target Audience

Image		
Name	Ryan	
Age	22	
Job Occupation	Student	
Interests	Gaming, History, gym	
Bio	Likes to play games, likes to research the lore behind the games, likes to keep fit and learn new things.	

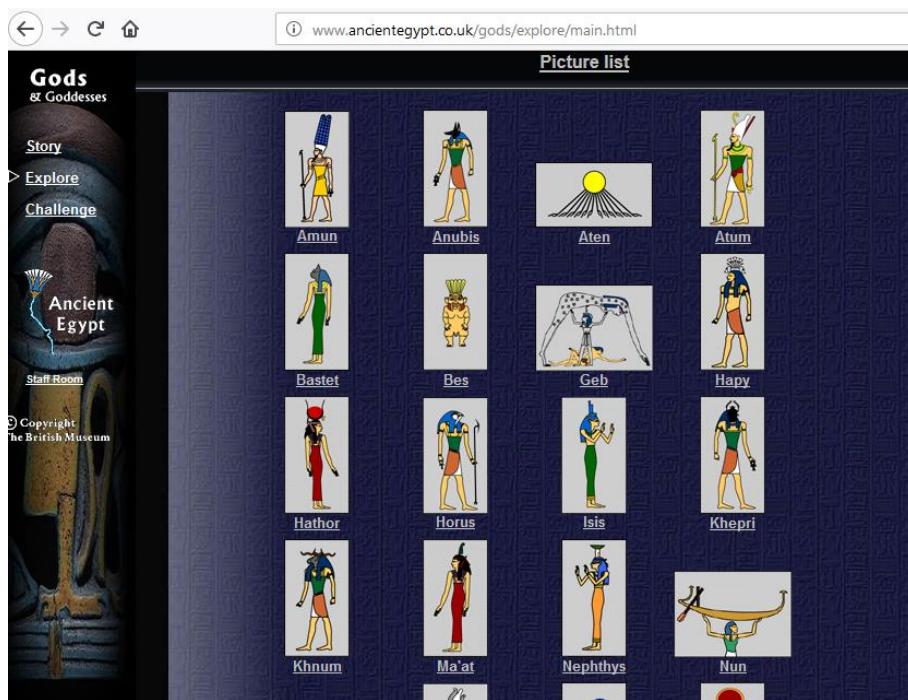
2.4 Market Analysis

This section will show what the competition is like by looking at their website, layout and the layout of data, the colour scheme and the usability. These will be used to help design the project. By making the design and other features more user friendly.

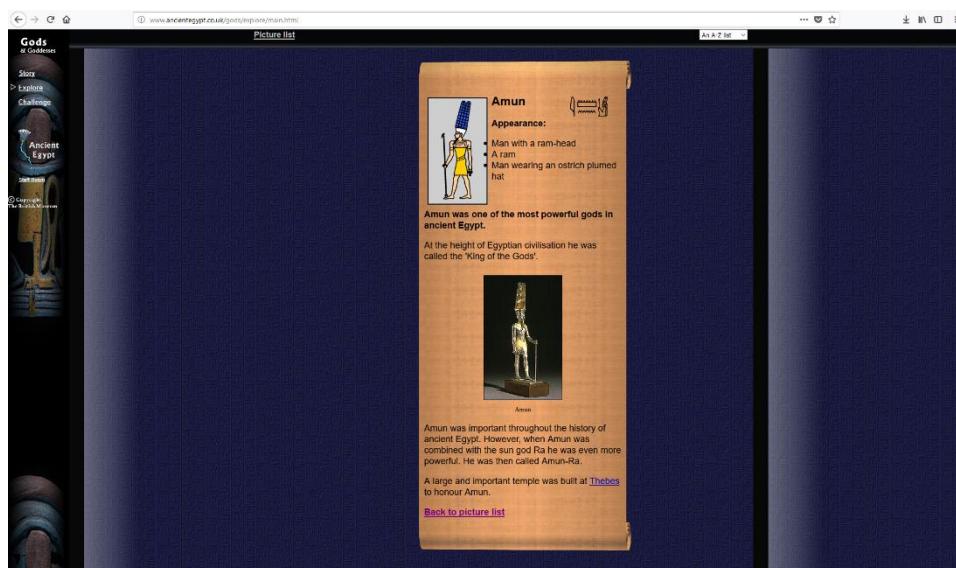
The first website that was visited is www.ancientegypt.co.uk this website is using HTML code as well. It would be a good comparison to mine.



The image above shows the homepage of the website, with a moving animation in the centre with lots of dead space around the main section of the body. To the left of this is the navigation section with three-page links which are story, explore and challenge.



The image above shows the explore page which will be simpler to the project, but will have fewer gods on the page as they will be organised in male and female forms. The heading could be more attractive to the eyes as it is only a simple font. The images are more likely to hover to the left and leave the right of the page with more hollow space.

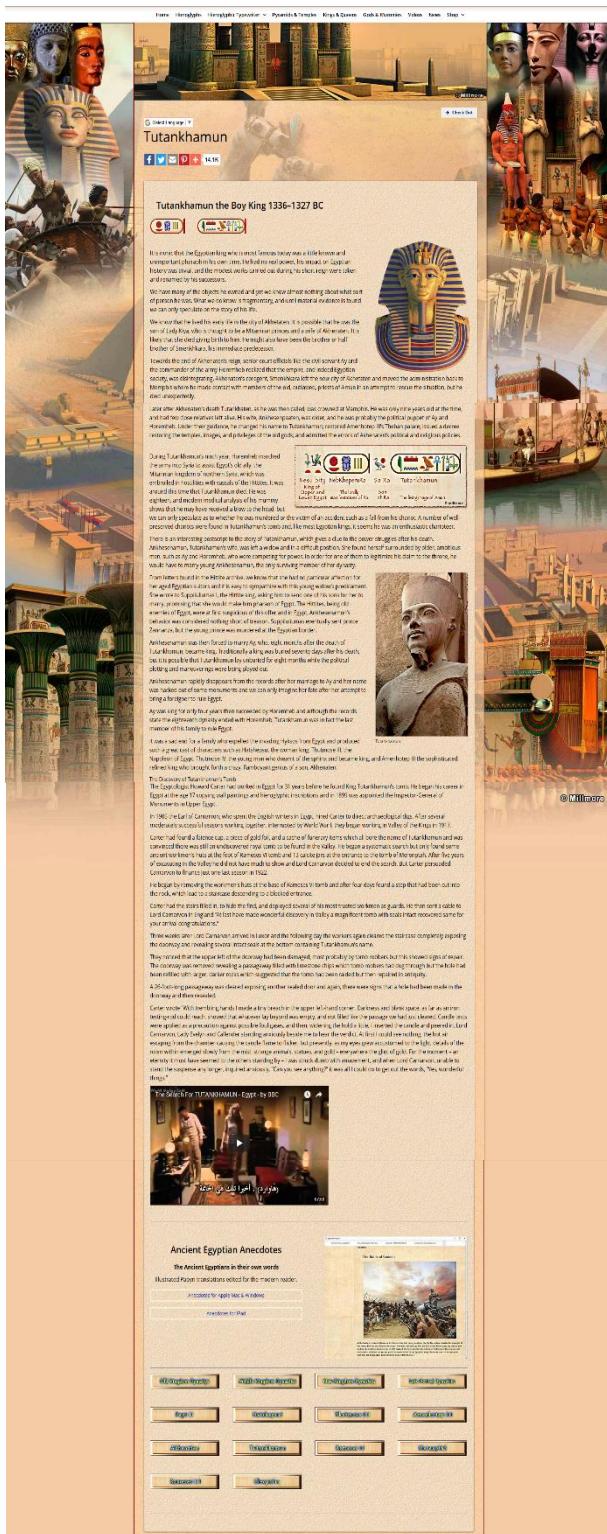


The image above is when a user clicks on an image of a god or goddess. The information used is immensely helpful the way it is displayed is very unique as it is on a roll of papyrus, The image is to the top left, appearance of the subject to the right of that including the god's name in hieroglyphics, which utilises the information is below which has an image of the subject which is a statue idol. The information is centred within the page but has weird black line down the middle which shows the image is not big enough to cover the full web page.

The next website is called www.discoveringegypt.com



The image above is the main page for Egyptian kings and queens. The navigation bar is right at the top of the page and is relatively easy to navigate to other areas, under that is a banner which is an image slider, the background of the website is CGI images of ancient Egyptians. The main body of text is on the left side which includes images, text links, and buttons. To the right of that is the Pharaoh's names listed the users can click the names in buttons to perceive information on it.



The image above shows the page about a pharaoh with lots of information, images, links and videos. On the subject. The main body of the text is very slim which allows the page to travel down quite a lot and this could make the user lose interest. The background once again is a CGI animation of the ancient world, the navigation bar is along the top of the page and very simple to understand and navigate.

After looking at two of the easiest websites to find on the subject, both of these websites are html and one is very basic and other is extremely advanced this shows the difference in coding abilities and shows what the HTML and CSS language can still do. Since the project website will be developed in HTML5 and CSS3 it will show the skills in which it was developed in.

3 Design

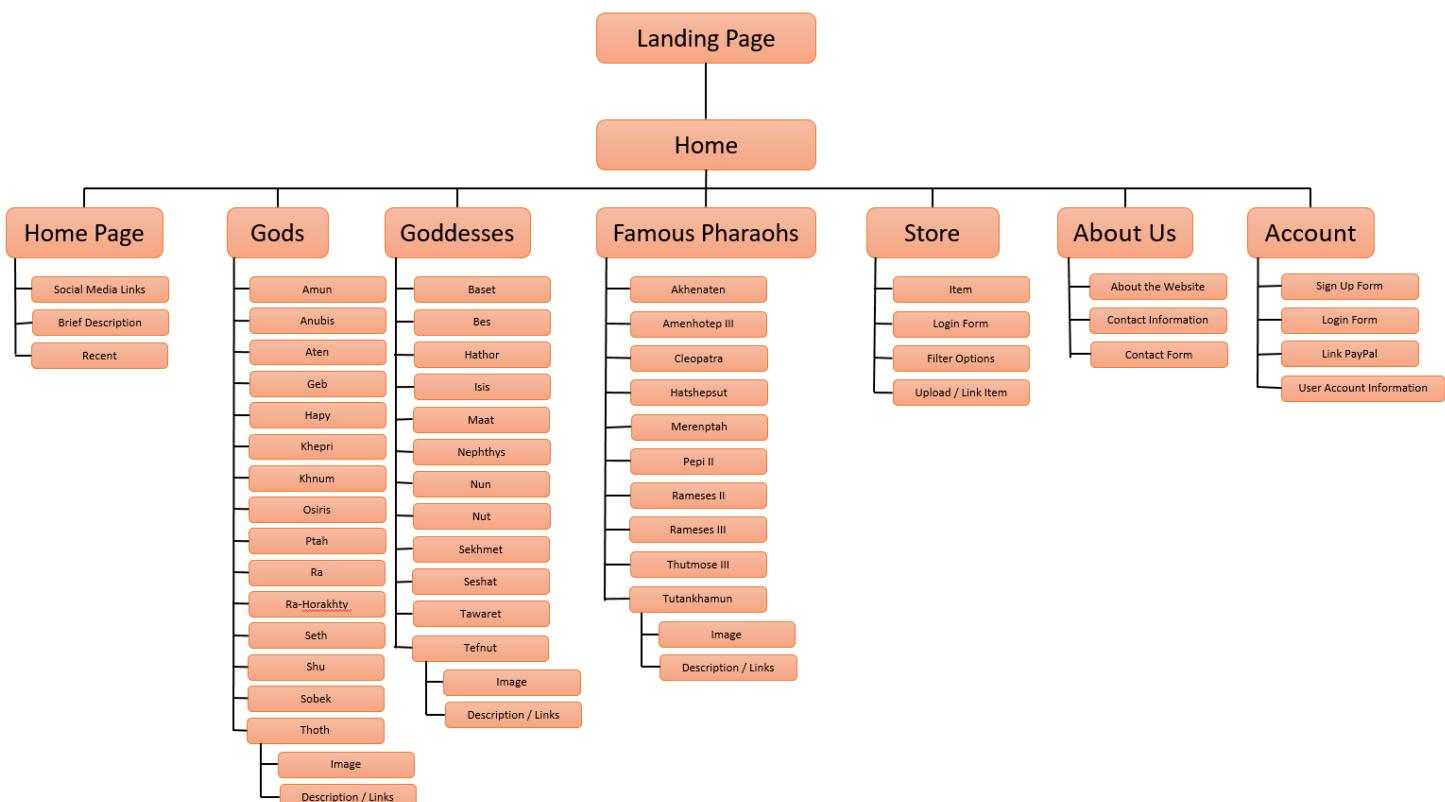
3.1 Introduction

In this section it will include the content map which will show the layout of the website. Next is the logo that will be used for the website. Then the colour scheme which will show the colours that will be used to develop the website. Then is the mood board which will show what helped be chosen for the style and colour scheme for the website. Then the functional and non-functional specification which will display the distinctive features of the project. Finally, the user requirements will show what the users would like to see on the website.

3.2 Content Map

The content map will introduce how the website will be laid out and how the navigation will work showing the pages under that to.

The image below will show the structure of the website, the first page is the landing page, after click get started it will bring the home page which has the social media links, brief description and recent activities. The next bit is the gods' page, each god will have their own page and on that page there will be an image with description and links, this also applies to the goddesses and famous pharaohs. The next section is the store this will have the item for sale, login form, filter options with the upload and link section. The next section is the about us page which will have information on the website, contact information and the contact form for the users' to use, finally the last section is the account page which has the signup form, login form, link PayPal link and user account information.

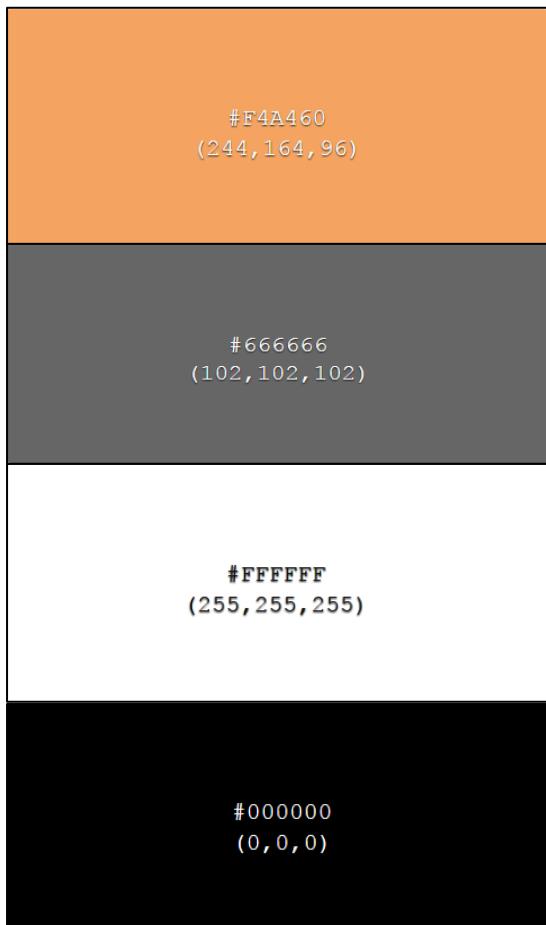


3.3 Logo

The image below will be the logo for the website. Which will suit the website because of the topic, the logo is a watermark meaning the background of the website will be displayed through the logo making it fit in more to the design and look more seamless.



3.4 Colour Scheme



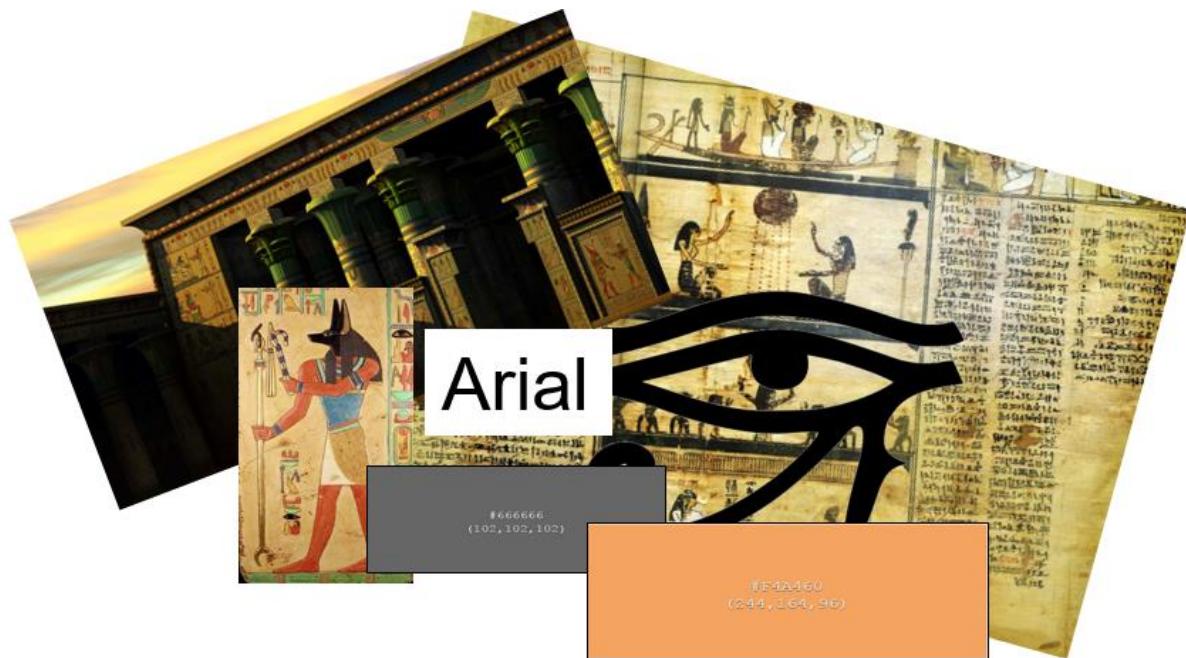
This is the navigation text colour and the main content text colour. The colour is a hex sandy brown the code is #F4A460.

This is the navigation and footer bar colour. Which is a dark grey the code #666 (also known as #666666).

This colour is for the content fields for the pages, like the main section and social media section. The colour is white and the code is #FFF (also known as #FFFFFF).

This colour is for the social media section text the links will be #F4A460. The colour is hex black and the code is #000000.

3.5 Mood board



The mood board is some of the images that show what the colour scheme, type of images and fonts used on the website, this is the style which will be using to code the website.

3.6 User Requirements

This will show what the websites functional and non-functional specifications are which is what the users will experience when operating the site.

3.6.1 Functional Specification

The functional specification describes how the system will behave or function.

- Navigation buttons direct the user to the place they would like to go.
- Hyperlinks go to the link location.
- Uploading item to sell will display on the store page.
- Will be a responsive webpage (content moves with browser size).
- User accounts should be able to comment on pages when logged in.
- Clicking get started on the landing page will move the user to the home page.

3.6.2 Non-Functional Specification

The non-functional describes how the system works and behaves.

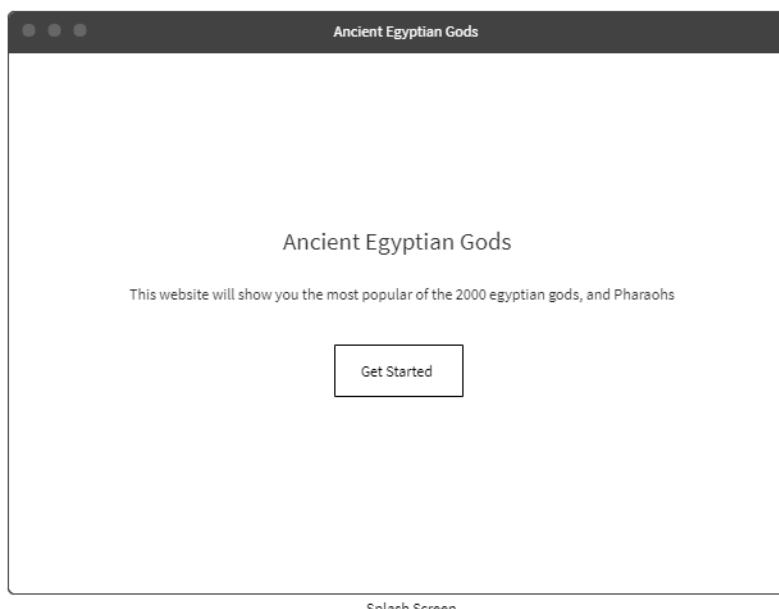
- Accessibility
- Effectiveness
- Quality
- Reliability
- Security
- Stability
- Testability
- Privacy
- Text location
- Image location

3.7 Wireframes

The wireframes are used to show what the website will look like and be coded around they will be changes from the designs even in the low and high definition. In the sections underneath are the low and high definition showing what the pages will look like with their features and added content.

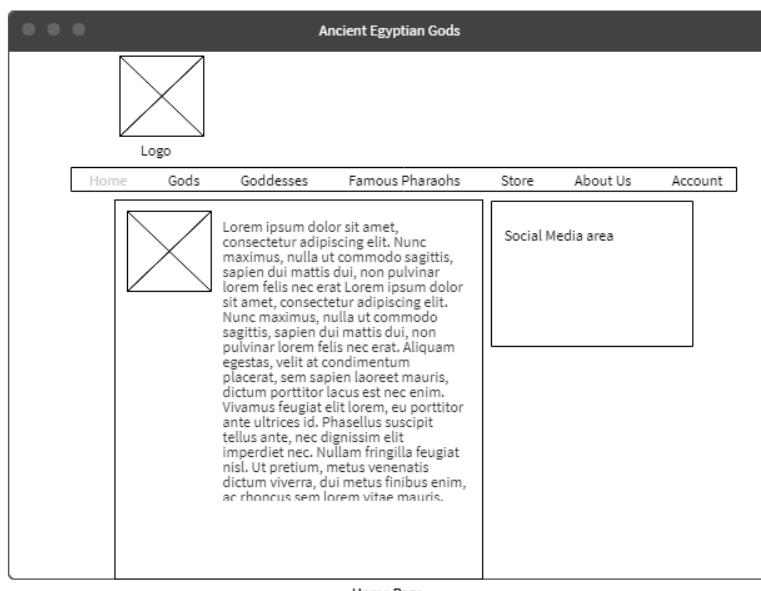
3.7.1 Low Definition

In this section, it will show the low definition design of the website that is in development, this will include the main pages like the splash screen, home page, gods, goddesses and pharaohs' page which are basically the same layout just different images. It will also include the store page where the users can sell goods which relate to this topic, the about us and contact us page which will be in the same place, the account page where the users can change and manage their accounts from and a sign-up form. These are the main pages, which will be displayed below. Since these are low definition of the planned website, they will be a little different to the finished project. The wireframes were designed using Mock flow.



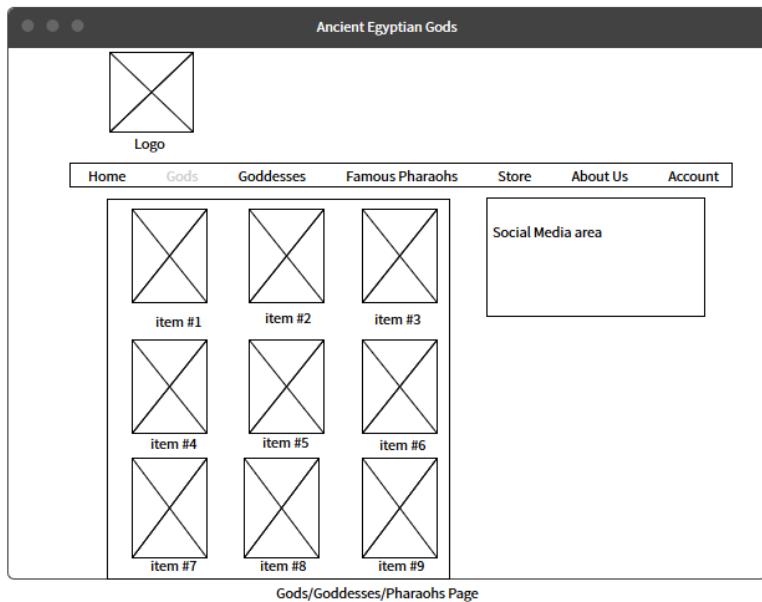
Page #1

This page is the splash screen this is what the users will be greeted to when they access the site, after clicking 'Get Started' it will take them to the home page.

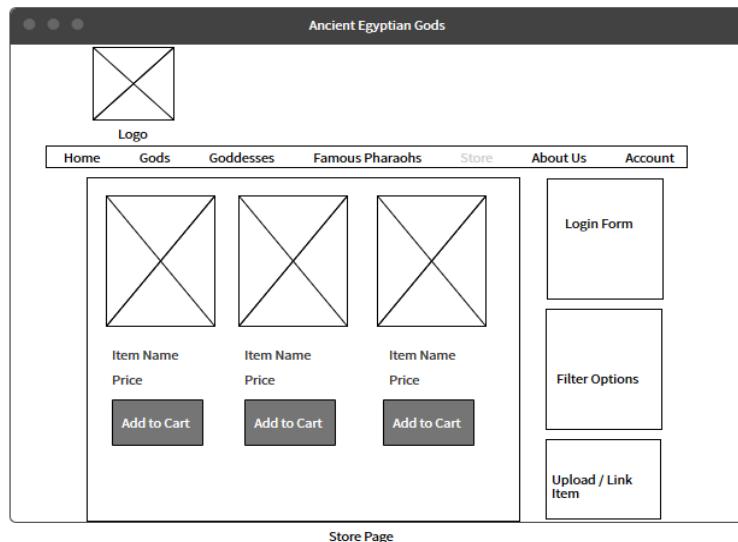


This page is the home page, which will have the logo at the top of the page on all of the webpages under that is the navigation bar, which will have all the navigation points for the users' to move to different pages.

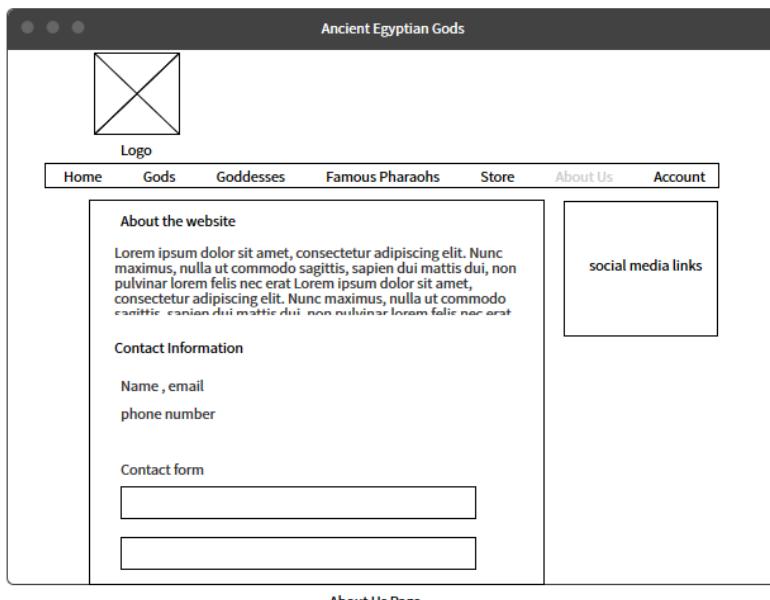
Under that on the left is the main body this is where the main information for the pages to be displayed which could have images, links and descriptions, to the right of that is the social media links and documentary links if users wish to learn more about the subject that is displayed.



This page is the Gods, Goddesses and Pharaohs pages, which will be the same just displaying different content. The top of the page is the logo and under that is the navigation bar, in the main body is the content section which will display and image and link to more information on the item, to the right of that is the social media area which will have links if users would like to learn more on the subject.



This page is the store or e-commerce page this is where the users or the owner of the website will be selling items here; users can buy and sell anything to do with the Egyptian topic. The logo is on top then the navigation then the store face with featured items, it will have filter options, login form and upload page to the right of the store.



This page is the about us page, it has the logo top left then navigation under that then the main content section, which will a brief description about the website, the contact information and a contact form for more direct connection. To the right of that will be the social media links for the website.

Ancient Egyptian Gods

Logo

Home Gods Goddesses Famous Pharaohs Store About Us Account

Sign Up Form

First Name

Sure name

User Name

Email

Password

Upload Img

Sign Up Cancel

Sign Up Form

This is the sign-up form from the account page, it will ask the new user for their first name, surname, user name, email password and a user image, they can then sign up and sign in and link their PayPal to their accounts. The layout will be the same as the other pages with the logo on top left then navigation under that with the main content section under that.

Ancient Egyptian Gods

Logo

Home Gods Goddesses Famous Pharaohs Store About Us Account

User Account Information

User Name

First Name

Surname

Address

Post Code

Email

Password

Link PayPal

Save

Login Form

User name

Password

Log In Sign Up

PayPal

Email

Password

Save

Account Page

Pop Up Box

This page is the user account page for the account holder; it will display their user image, user name, first name, surname, address, postcode, email and password. It also has a PayPal link to link their PayPal up to their account for buying and selling on the store. On the right of this is the login form to login to the account, and has a sign-up button for new users to.

3.7.2 High Definition

In this section, it will show the high definition design of the website that is in development, this will include the main pages like the splash screen, home page, gods, goddesses and pharaohs page which are essentially the same layout just different images, store page where the users can sell goods which relate to this topic, the about us and contact us page which will be in the same place, the account page where the users can change and manage their accounts from and a sign-up form. This are the main pages, which will be displayed below. Since these are high definition of the planned website, they will be a little different to the finished project. Some areas may change or not to be developed in time. The wireframes were designed using Mock flow.



This is the first page that the users will visit it is called the splash or landing page, the font is in white to jump up of the image and there will be a black button with white text saying “Get Started”, this will allow the user to move on to the next page which will be the home page.

Splash Screen

The splash screen features a background image of an Egyptian temple interior at sunset. Overlaid on the image is the text "Ancient Egyptian Gods" in a large, bold, white sans-serif font. Below this, a smaller white box contains the text "This website will show you the most popular of the 2000 egyptian gods, and Pharaohs". At the bottom center is a black rectangular button with the white text "Get Started".

This is the next page after the splash screen, the back ground is of ancient text, then the logo will be located on the top left of the page, with the navigation under that. Then the body of text will have two sections one will be the main section where the information and data will be located and the smaller one to the right will be the social media and other links section.

Home Page

The Home Page has a background image of ancient Egyptian papyrus with hieroglyphics and drawings. A large Eye of Horus logo is in the top left corner. The navigation bar at the top includes "Home", "Gods", "Goddesses", "Famous Pharaohs", "Store", "About Us", and "Account". The main content area features a grid of nine small images of Egyptian gods (Amun, Anubis, Aten, Geb, Horus, Khepri, Osiris, Ra, Set). To the right of the grid is a box titled "Social Media and other Links" containing links to "Facebook Gods Links", "Facebook Pharaohs links", and "Documentary Playlist".

This page is the Gods page on the navigation bar, this page is laid out the same way as the Goddesses and Famous Pharaohs page. Firstly, we have the same background. With the logo on the top left with the navigation bar under that, then we have two sections again the smaller one is the social media links for more research if the user's wish's and the larger one is where the information will be displayed. This page the data is images, text and links to the pages of the gods.

Gods/Goddesses/Pharaohs Page

The Gods/Goddesses/Pharaohs Page follows the same layout as the Home Page. It has a background image of ancient Egyptian papyrus, a logo in the top left, and a navigation bar at the top. The main content area features a grid of nine small images of Egyptian gods. To the right of the grid is a box titled "Social Media and other Links" containing links to "Facebook Gods Links", "Facebook Pharaohs links", and "Documentary Playlist".

This page is the store (E-commerce) page of the site. It will have the same background image as the others the logo is still in the top left with the navigation bar under that. Then the section under that are where the products will be sold, it will have a login form, filter options and upload link to the right of the products.

About the website
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc maximus, nulla ut commodo sagittis, sapien dui mattis dui, non pulvinar lorem felis nec erat. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc maximus, nulla ut commodo sagittis, sapien dui mattis dui, non pulvinar lorem felis nec erat.

Contact Information
Name
email
phone number
Contact form
Enter Your Name
Enter Your Email

Social Media and other Links
[Facebook Gods Links](#)
[Facebook Pharaohs links](#)
[Documentry Playlist](#)

This is the about us page. The background is the same as before, then the logo on the top left then the navigation is under that. Then the main section of the content is information about the site, contact information and the contact form for the user to get easy access to the admins. On the right of this is the social media and other links for more research.

User Account Information
User Name
First Name
Surname
User Img
Address
Post Code
Email
Password
Link PayPal
Save

Login Form
User name
Password
Log In Sign Up

PayPal
Email
Password
Save

This is the account page for the users. It has the same background then the logo on the top left with the navigation bar under that, it will show a user image, user name, first name, surname, address, post code, email, password and a link to PayPal for the store within the website, to the right of that is the login form.

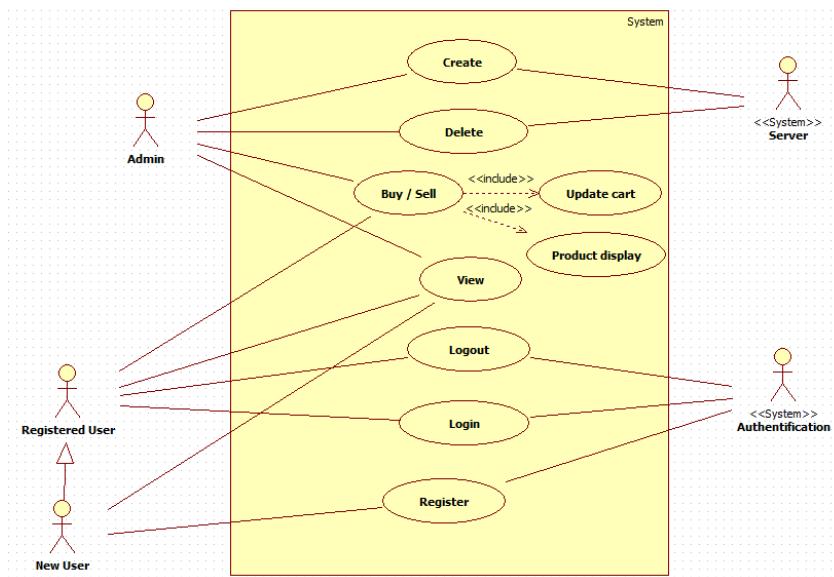
Sign Up Form
First Name
Sure name
User Name
Email
Password
Upload Img
Sign Up Cancel

Login Form
User name
Password
Log In Sign Up

This page is accessed through the account page. It has the background as the others with the navigation bar under it. The main section is for the new users that don't have an account yet but want one. It asked for first name, sure name, user name, email, password and user image for the user to upload. To the right of that is the login form.

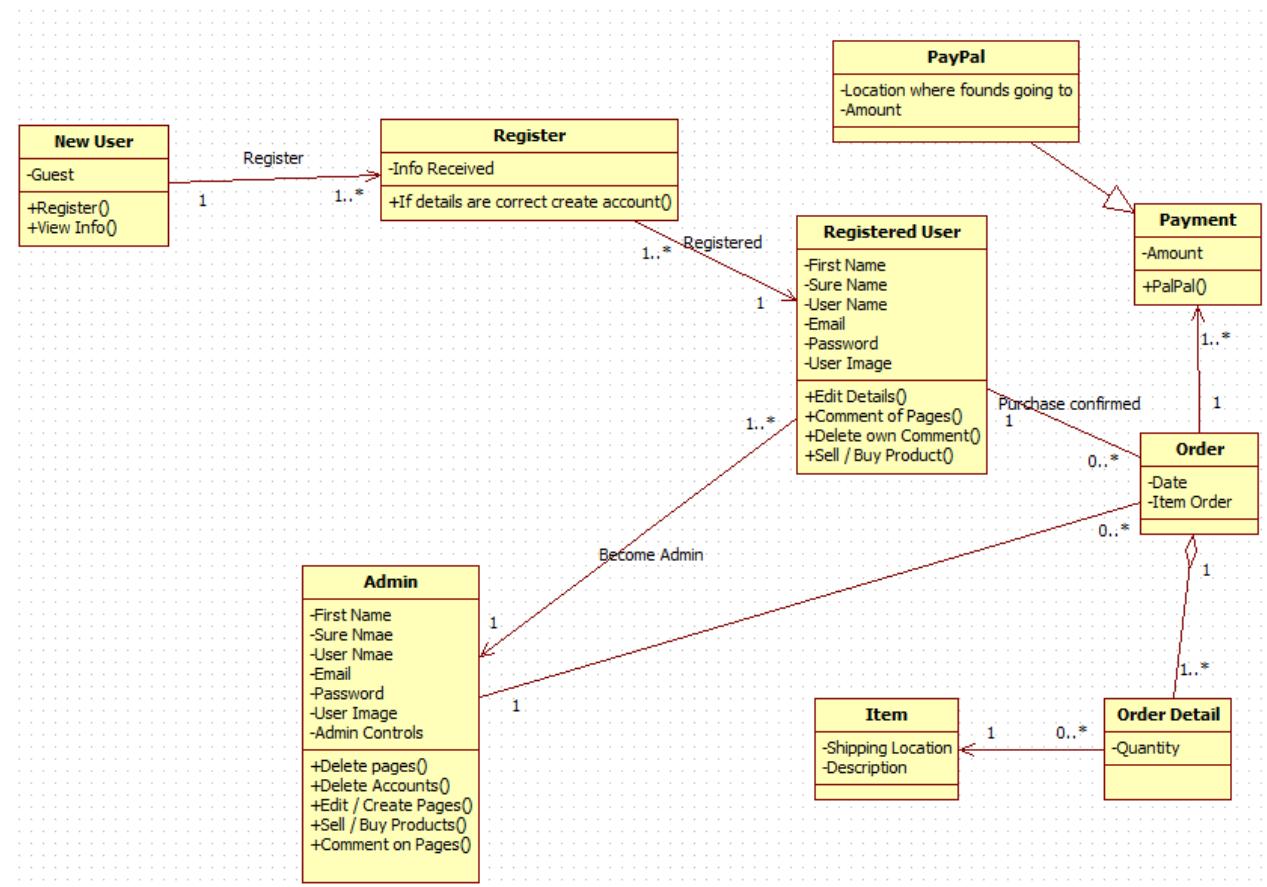
3.8 UML Design

The UML design is used to show what the user, admins, system and servers can do and can't do unless they have the right to access it. The UML design below will show the system.



3.9 UML Classes

The UML Classes is used to show the modelling structure for the system by showing the systems classes with their attributes, operations and the relationships between the objects.



4 Implementation

In this section, it will talk about the hardware and the software that was used during the development of the website and how it helps in the cycle. It will also include the user documentation and the maintenance documentation. Finally, at the end it will include the code that was used to develop the website and an explanation on what the code does.

4.1 Hardware

This subsection will talk about the hardware that was used to develop the website and this report.

4.1.1 PC

The PC or computer was the main device that was used to create the report, and the website without it would not work. The PC was used to code, write up reports and research the topics to help with the planning, design and implementation of the project.

4.1.2 USB

The USB or portable hard drive was used to transport and backup the project to and from university. Having a copy at all times helps when you think of an idea or how to fix an issue meaning you can always access the project, instead of waiting to go to university to perform the fix. The USB is immensely important as its backs up and assist the developer have access to the project at all times.

4.2 Software

This subsection will talk about all the software what was used throughout the projects timeline no matter how small or big. All of the software had helped in various ways.

4.2.1 Mock flow

Mock flow is an online software which can be used to design projects anywhere from mobile-phone app to websites. This program was used to create the low and high definition wireframes for the website it will show the reader what the website will look and feel like once it has been developed.

4.2.2 Photoshop

Photoshop was used very little in this project. The primary reason it was used is to change images options like the opaque.

4.2.3 Atom

Atom was the prominent coding environment which was used to develop the website. HTML5, CSS3 and JavaScript was the coding language that was used to design the website. The development started on Notepad++ but then switched to Atom as it is a better coding software. The downside is the software had to be downloaded every time when a different PC was used at university.

4.2.4 Notepad++

Notepad++ was the coding environment which the project started off the development then switched to Atom as it was a superior program.

4.2.5 Microsoft Word

Microsoft Word was used to store the research which will be used to develop the website, it will also be used to form this report. Microsoft Word is the world's best software for writing reports as most if not all the industries use this software as a standard, more than 1.2 Billion use Microsoft Office, Microsoft (2018).

4.2.6 Firefox

Firefox version 59.0.2 was the main browser that was used in the development of the website, Chrome was occasionally used to make sure it works on both big browsers.

4.2.7 Google Chrome

Chrome was rarely used just to make sure it looked the same as the Firefox browser.

4.2.8 GitHub (web hosting)

This hosting site was used to upload the site to the web so the users' can access the site at any time. The site can also be updated live any time because of the GitHub desktop download.

4.2.9 Star UML

Star UML was the software that was used to produce the UML classes and UML designs each of the diagrams will show how the system works and operates. This software is the easiest way to make these diagrams with lots of information that is needed to explain what they do.

4.2.10 Form Spree

This is the website used for the contact form, which provided code for the website. They ask for an email address, so they can send the answer to the email you provided.

4.3 Graphical User Interface (GUI)

The GUI is vastly important to the users that use the website. If the site is easy to navigate, use forms and pleasing to the eye. It will keep the users utilising the site longer and have a longer life cycle than sites which don't have these features.

The screenshot shows a website for ancient Egyptian gods. At the top, there's a navigation bar with links: Home, Gods, Goddesses, Famous Pharaohs, Store, About Us, and Account. Below the navigation, there's a section for 'Amun' featuring a statue of the god. Underneath the statue, there's a list of 'Appearance:' items: 'Man with a ram-head', 'A ram', and 'Men wearing an ostrich plumed hat'. A detailed description follows: 'Amun was one of the most powerful gods in ancient Egypt. At the height of Egyptian civilisation, he was called the "King of the Gods". He was often depicted with a ram's head and was associated with the sun god Ra. He was also known as the "God of the Air" and was believed to be the creator of the world.' Below this, there's a comment section with fields for 'Name' (containing 'Enter your comment here'), 'Emoticon' (with a dropdown menu), and a text area for the comment. There's also a CAPTCHA field ('0 + 0 =') and a 'Post Comment' button. The footer of the page includes the text 'Powered by FreeCommentScript.com'.

When the user selects a god, goddess or pharaoh from there pages it will show an image of the subject with a description of what they looked like and what they do. Under that there is a comment section which allows the user to comment under that page about this subject and have a conversation or add more details with other users, it uses the users' name and the comment. The comment is then sent to the admin to make sure the comment is in the guidelines to be online.

This webpage will tell you the user what this site is about, the team working on the site and contact information with a contact form for in site communication.

This website was created to bring the community into one place, as time goes on the website will get bigger and better with the feedback from the community. In the future we would like to bring new features to the users like accounts this will allow the users to sell their own products on the website. This will increase the store size and will bring in more attention to the site. Future features include, accounts which will allow the user to create an account with their own user image, user name and this will help when commenting on pages or selling products. Another feature will be the filter options within the store.

Thanks,
Admin

You can contact the admin in 2 ways one is using the email displayed below and the other is the contact form under that. The contact form for more specific issues, problems etc.

Admin - anon_creation@outlook.com

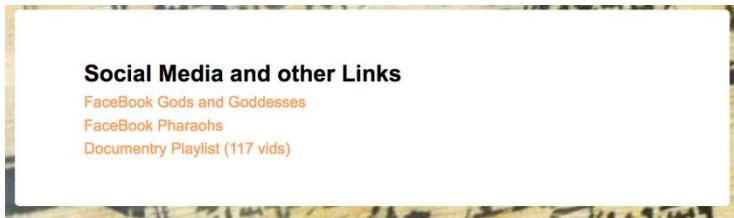
Contact Form
Thank you for your feed back.

Enter Your Name
Enter Your Email
Subject
Please Type Your Message Here..

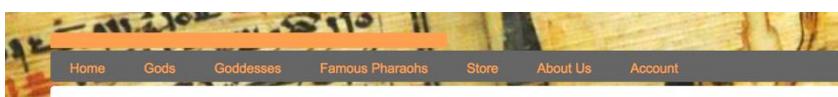
Send

If you wish to join the team in improving this site please get in contact with the admin by emailing or using the contact form.

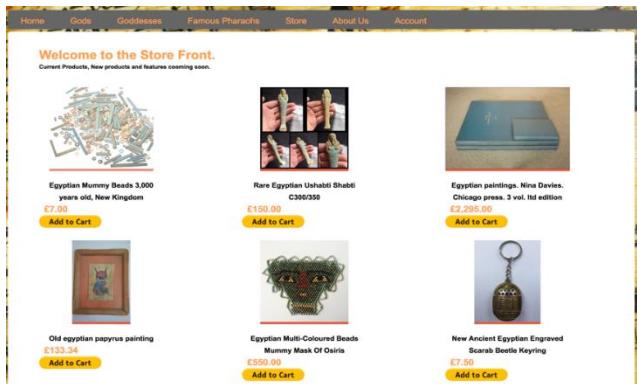
When the user goes to the about us page it will have a contact form, for them to enter their name, email, subject and the comment that they wish send to the admin.



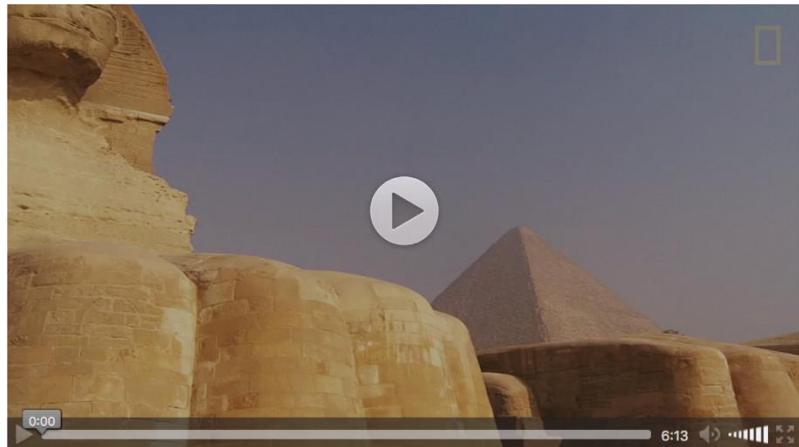
This image is the hyperlinks to the Facebook pages on the subject topics and documentary links to YouTube video playlist which have over 177 videos for the users to watch and acquire recent things.



The image to the left shows the navigation bar where the users can navigate to the pages they want.



When the user navigates to the store, it will display the items for sale with the name, price and a add to chat button which will direct the users to a PayPal page to purchase the item. Using PayPal shows the user they can trust the site.



Video courtesy of [National Geographic](#).

On the home page, the users' can watch a video and can click the link under it to check where it came from and check if they would like to watch anymore. From the national geographic YouTube channel.

4.4 User Documentation

This subsection will show how the user will use the features on the website. From the contact form, purchasing a product and commenting on a page. It will demonstrate the step by step process on how this is done.

The first one is the contact form. If the user wishes to contact to admin with issues or wishes to contact them for other reasons the users will have to use the contact form on the about us page. The user will need to put in their name, email, subject and the message they wish to send. Example shown below.

Contact Form

Thank you for your feed back.

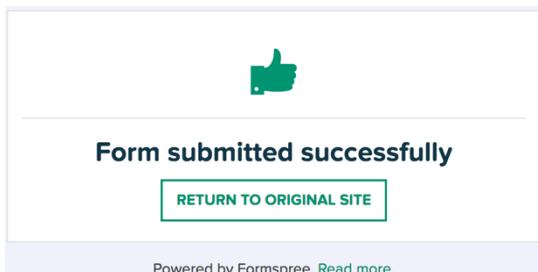
A screenshot of a contact form. It consists of four input fields stacked vertically: 'Name' containing 'John Smith', 'Email' containing 'j.Smith@gmail.com', 'Subject' containing 'Testing', and a large 'Message' field containing 'Testing. Contact Form'. Below these fields is a 'Send' button.

If you wish to join the team in improving this site
please get in contact with the admin buy emailing or
using the contact form.

The next step is the website will ask the user to click a box saying they are not a robot before sending the message. Example shown below.

A screenshot of a contact form with a reCAPTCHA verification step. At the top is a green envelope icon. Below it, the text 'Almost there' is displayed. A note says 'Please help us fight spam by following the directions below:'. There is a checkbox labeled 'I'm not a robot' next to the reCAPTCHA logo. At the bottom, it says 'Powered by Formspree. [Read more.](#)'

The next step is to wait until the message is sent and will allow the user to return to the original site. Example shown below.



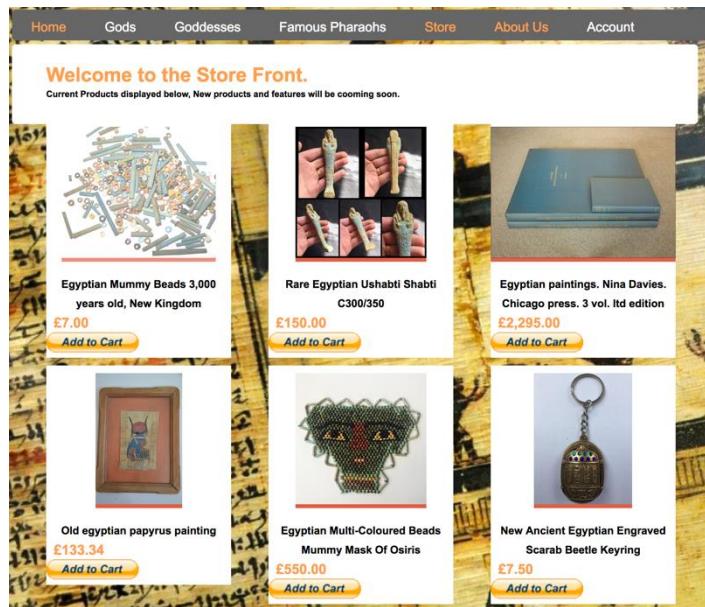
Once the user has clicked the return to original site, the message will have been sent to the admin and they will have the information needed when they reply back to the user. Example shown below.

An email notification from Formspree. The subject line is "New submission from scma-intranet.tees.ac.uk/users/q5114161/testwebsite/about%20us.html". The date is "23 April 2018 12:59". The sender is "Formspree Team". There is a "DETAILS" link and a "REPLY" icon.



name	John Smith
_replyto	j.Smith@gmail.com
Topic	Store
message	Testing. Contact Form

The next feature is the Store which is linked to PayPal so the only way at this moment to pay for products is to use their PayPal account. The first step is to add to cart anything they wish to by. Example shown below.



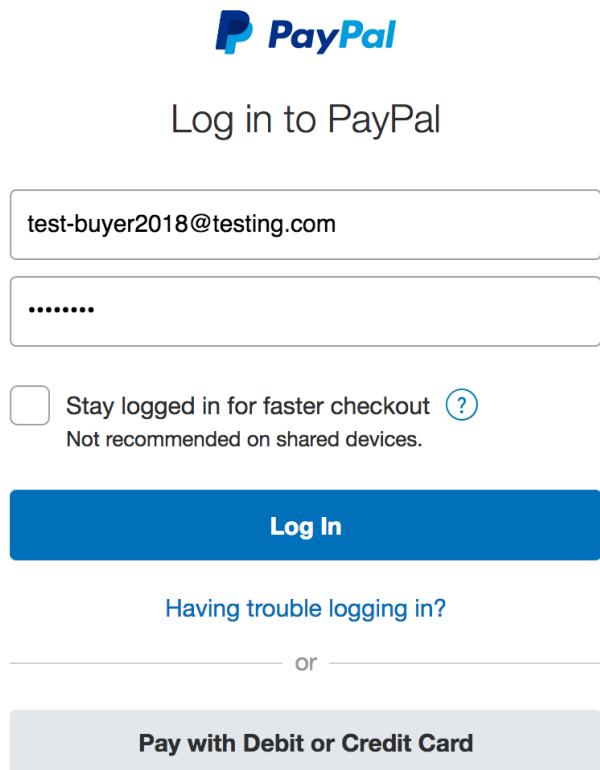
After clicking add to cart it will bring the user to their shopping cart where they can increase the amount they are buying. They can also decrease, remove and check out using PayPal. Example shown below.

ppingcart?mfid=1524486236457_3294b8c523e6b&flowlogging_id=3294b8c523e6b#/checkout/shoppingCartV2

Search

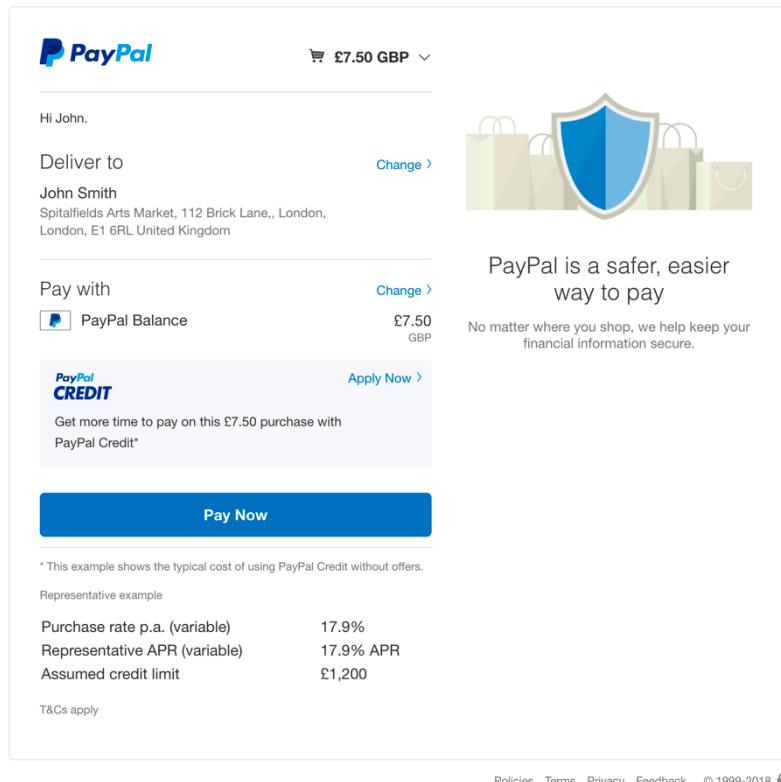
Your shopping cart		Order Summary	
Description	Price	Quantity	Total
New Ancient Egyptian En... more	£7.50	- 1 + Remove	£7.50
		Item total £7.50 Total £7.50 GBP	
		PayPal Check out or Check Out Pay without a PayPal account	

After the user chooses their options they then can click on PayPal checkout, which will show a login screen for PayPal. Example shown below.

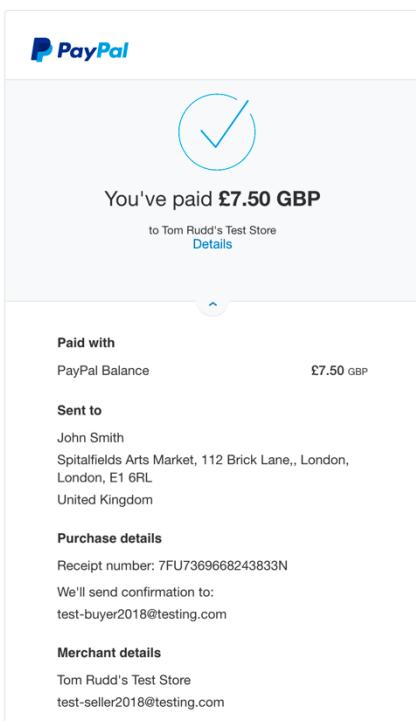


After the user has logged in it will show where it will be delivered too and ask the user to pay now. Example shown below.

Tom Rudd's Test Store



Once the user has purchased the product they will get a purchase order with all the important details displayed. Example shown below.

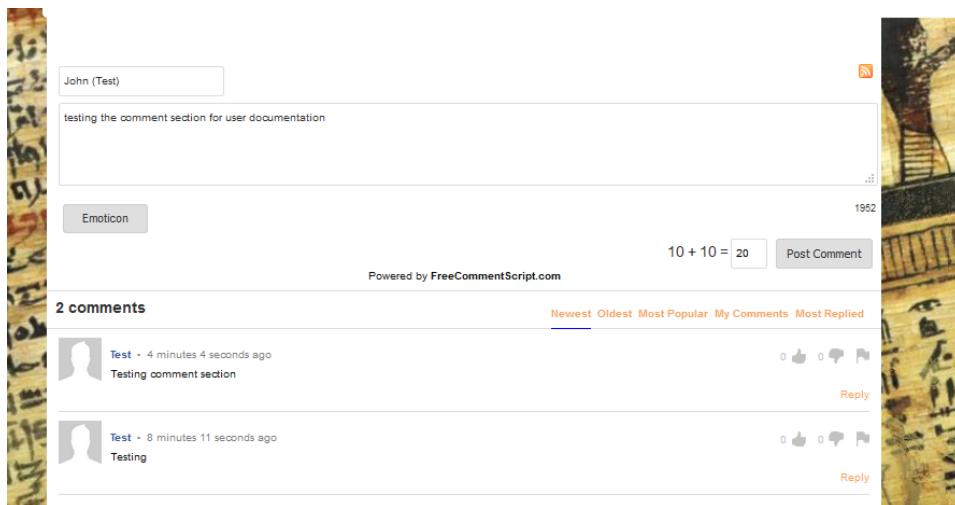


Policies Terms Privacy Feedback © 1999-2018

The next one is the hyperlinks to other websites. This is very easy all the users have to do is click on a hyperlink and it will take them there in a new tab, keeping where they were on the site. Example shown below.



The final feature is the comment section at the end of the gods, goddesses and pharaohs pages this is for the user to communicate without people that like this subject. The first step is to navigate to page for this example it is Amun, go to the bottom of the page and type your name and the comment, you need to do a math question to prove you are not a robot then click post comment. Example shown below.



After posting the comment, it will be sent to the admin to see if it is suitable to be displayed on the page. This comes by email. Example shown below.



Then the admin can see where the message came from, like the website URL, IP address, date created, the name and comment. As the admin will have to change the visibility of the comment to show comment so it will stay on the site, they can also delete the comment. Example shown below.

Comment Approval Request

23 April 2018 15:48

Free Comment Script DETAILS

Dear Site Administrator,

Recently a user posted a comment on your website:

*****Please moderate the following message*****

Website Url: https://scma-intranet.tees.ac.uk/users/q5114161/testwebsite2/amun_g.html

IP Address: [152.105.20.233](#)

Date Created: [2018-04-23 10:47:48](#)

Full Name: John (Test)

Comment:
Testing the comment section for user documentation.

To change visibility, click [Show Comment](#) or [Delete Comment](#)

After approving the comment, a text box will appear on the device saying the comment was successfully approved. Example shown below.

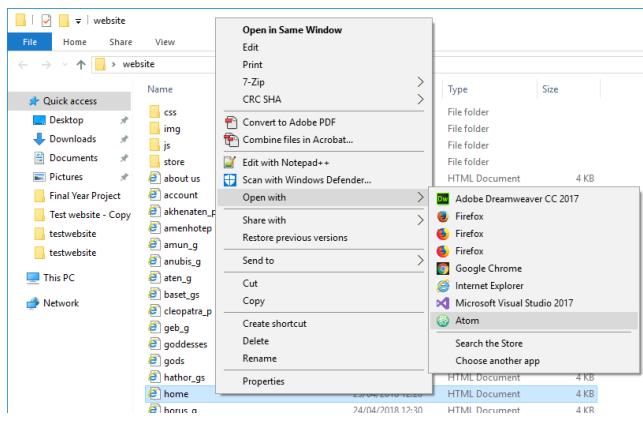


4.5 Maintenance Documentation

Because the website is in HTML5, CSS3 and JavaScript. There is a limit on what the language can and can't do, so there is a limit on the future development of the website and will be held back because of this. This also means there is some small to large-scale maintenance in the future if the website wants to continue operating or improve in the future.

Let's first start off with the minor maintenance, by altering or including more images to the image slider. By using a copy folder of the website project so there is a less chance of the website breaking. This also will help with the testing of the maintenance without effecting the online website.

First step is to open the copy folder of the project and select the home.html file and open it in the coding environment, this example will be opened in Atom.



Once the program has opened copy and paste the line `` from in the `<div class="slider">`.

```
<div class="slider" style="max-width:500px">
  
  
  
  
  
</div>
```

The next step is to find a new image you would like to display, make sure to download the image because it is safer than have it linked to an image on the web which could be removed at any time. So after downloading the image call it an easy name and store it in the img folder within the project. Once this is done add the name to the code in the `src="img/imagename.jpg"` and give it an alt tag, once this is done save the file and open or refresh the website and watch as a new image will be added to the image slider. Or you could remove a line to take an image of the slider.

```
<div class="slider" style="max-width:500px">
  
  
  
  
  
</div>
```

Next maintenance is adding a new god, goddesses or pharaohs to their pages and designing a new page with images, description and a comment section. All the processes are exactly the same, just done in different HTML files. First step is to open the copy folder of the project and open one of the three you want to add new content too. For this example the Goddesses.html file will be used.

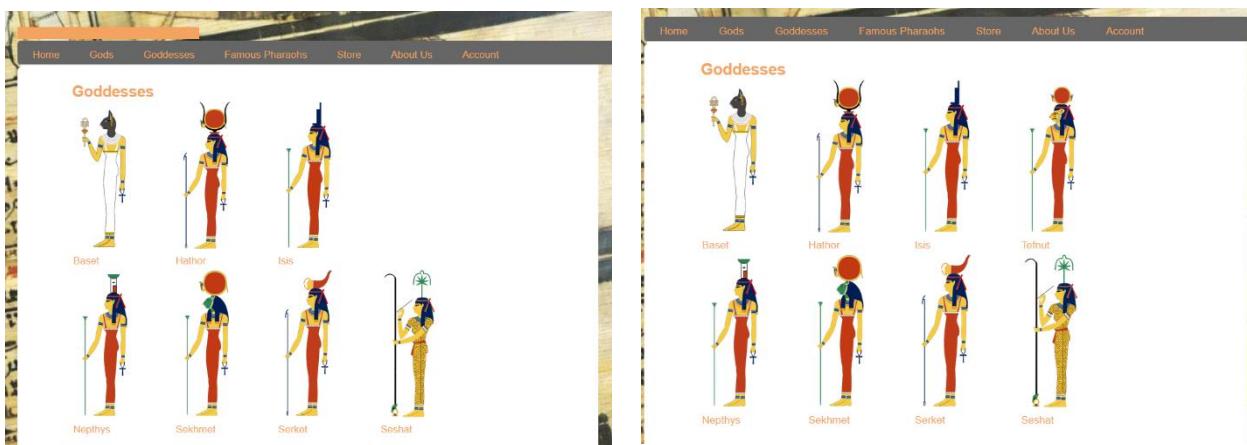
Locate the table section of the code and copy and paste the line called `<td><p>Name</p></td>`.

```
<table>
  <tr>
    <td><a href="baset_gs.html"><p>Baset</p></a></td>
    <td><a href="hathor_gs.html"><p>Hathor</p></a></td>
    <td><a href="isis_gs.html"><p>Isis</p></a></td>
    <td><a href="isis_gs.html"><p>Isis</p></a></td>
  </tr>
```

Once you have download the image needed save it in the img folder within the project and add it to the code in the image src code, then add the name to the alt tag, and to the `<p>`tags. Then put the name in the href code which will look like this ``. Should look like this below.

```
<table>
  <tr>
    <td><a href="baset_gs.html"><p>Baset</p></a></td>
    <td><a href="hathor_gs.html"><p>Hathor</p></a></td>
    <td><a href="isis_gs.html"><p>Isis</p></a></td>
    <td><a href="tefnut_gs.html"><p>Tefnut</p></a></td>
  </tr>
```

The image to the left is the before image and the one on the right is the after image showing that the code worked correctly. But at this stage clicking the goddesses Tefnut it will take you to an error page so the next step is to create the HTML page for Tefnut.



Next step is to create the Tefnut webpage. The first thing to do is create a new file and save it `tefnut_gs.html` this will link up to the previous step allowing the user to be directed to this new page.

```
store.html
tefnut_gs
thoth_g.html
```

The next step is to copy and paste the code from another goddess's page on to this new html file. Once this has been done start to change the code on the first post code, image name to tefnut.png, the alt tag. And the content which are the facts about the goddesses. Image below shows you the changes.

```

home.html | goddesses.html | tefnut_gs.html

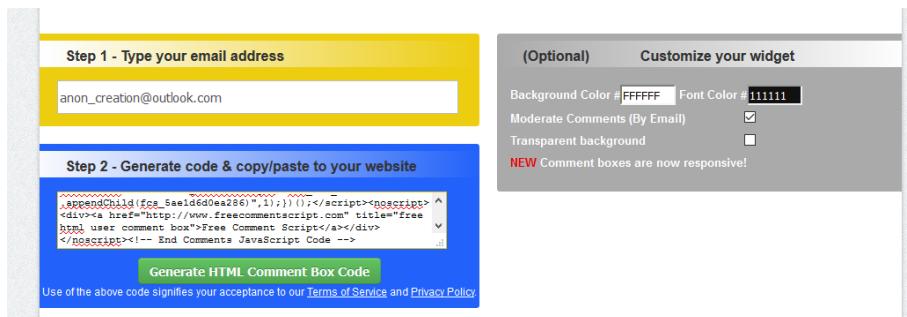
<header class="mainHeader">
  <a href="home.html">
    
  </a>
  <nav><ul>
    <li><a href='home.html'>Home</a></li>
    <li><a href="gods.html">Gods</a></li>
    <li><a href="goddesses.html">Goddesses</a></li>
    <li><a href="pharaohs.html">Famous Pharaohs</a></li>
    <li><a href="store.html">Store</a></li>
    <li><a href="about_us.html">About Us</a></li>
    <li><a href="account.html">Account</a></li>
  </ul></nav>

</header>

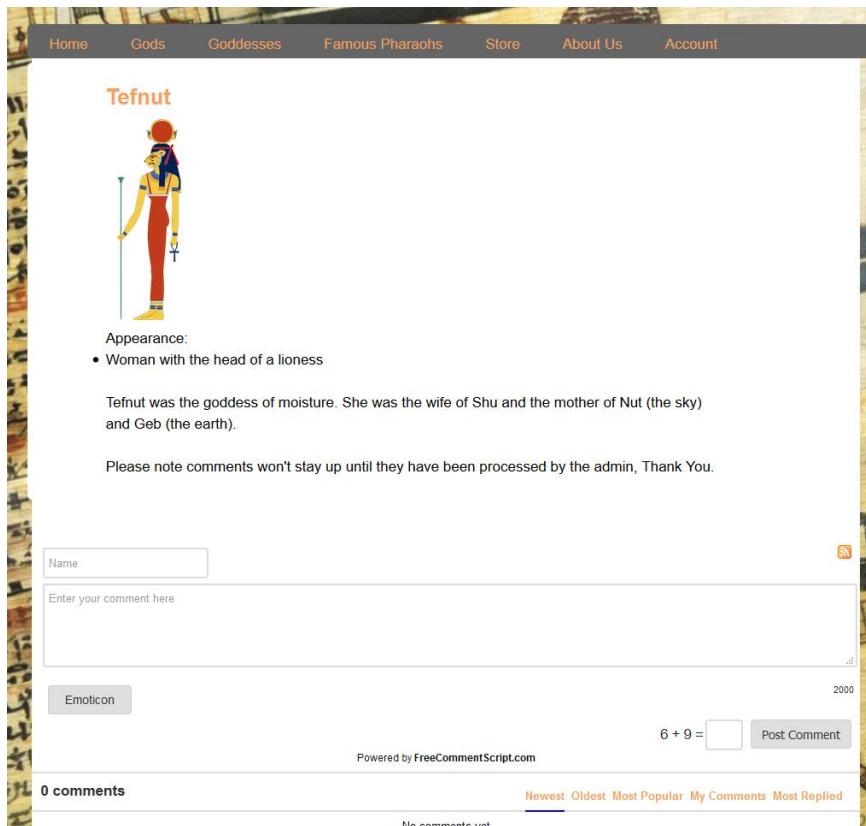
<div class="mainContent">
  <div class="content">
    <article class="topcontent">
      <header>
        <h2><a href="#" title="first post">Tefnut</a></h2>
      </header>
      <content>
        
        <p>Appearance:</p>
        <li>Woman with the head of a lioness</li>
        <br>
        <p>Tefnut was the goddess of moisture.<br/>
          She was the wife of Shu and the mother of Nut (the sky) and Geb (the earth).</p>
        <br>
        <p>Please note comments won't stay up until they have been processed by the admin, Thank You.</p>
      </content>
    </article>
  </div>
</div>
<aside class="top-sidebar">
  <article>
    <h2>Social Media and other Links</h2>
    <a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">Facebook Gods and Goddesses</a>
    <br>
    <a href="https://www.facebook.com/AncientEgyptPharaoh/" target="_blank">Facebook Pharaohs</a>
    <br>
    <a href="https://www.youtube.com/playlist?list=PL6aq1PB1rtR6wKJYrb1Shr1CVzEbEKIAr" target="_blank">Documentary Playlist (117 vids)</a>
  </article>
</aside>

```

The next step is to get the JavaScript for the comment section at the bottom of the page, go to <http://www.freecommentscript.com> and add the email you are using for the other comment sections, click moderate comments by email, then click the green button called generate HTML comment box code and copy and paste this at the bottom of the page. Then save the html file.



Once going back to the project open the website and go to the html page of Tefnut and make sure the image, description and comment section have been displayed correctly. This can be used for the Gods, Goddesses and Pharaohs pages.



The next maintenance is to add or remove product on the store page. The first step is to open the store.html page in the website folder, scroll down to the product div and copy and paste the first 5 lines. Don't copy the `<form target="paypal"` code Displayed below.

```
<content>
<div class="products">
  <h6>Current Products displayed below, New products and features will be cooming soon.</h6>
  <ul>
    <li>
      <div class="product">
        <a href="#" class="img"></a>
        <a href="#" class="name">Egyptian Mummy Beads 3,000 years old, New Kingdom</a>
        <div>£7.00</div>
        <form target="paypal" action="https://www.sandbox.paypal.com/cgi-bin/webscr" method="post">
          <input type="hidden" name="cmd" value="_xclick">
          <input type="hidden" name="hosted_button_id" value="TXWERTYAZ336H8">
          <input type="image" src="https://www.sandbox.paypal.com/en_GB/i/btn/btn_cart_LG.gif" border="0" name="submit" alt="PayPal - The safer, easier way to pay online!">
          
        </form>
      </div>
    </li>
  </ul>
</div>
```

Paste this under the rest of the code and change the name class, image name, alt tag and the div price to the new product for sale. It will look like the image below. Then save the file.

```
<li>
  <div class="product">
    <a href="#" class="img"></a>
    <a href="#" class="name">Ancient rare Scythian Collection of artifacts</a>
    <div>£300.00</div>
  </div>
</li>
```

After saving the html file it should look like the image below. Without the add to cart PayPal button.



The next step is to open the PayPal seller account and create a button, by going to my profile then to my selling preferences, then to PayPal buttons and click the update link.

Section	Description	Action
My business info	Email, address, phone number, password, more.	
My money	Bank accounts, cards, more.	
My account settings	Notifications, customer ID, more.	
My selling preferences	Getting paid, postage, more.	
My business set-up	Tools to help boost my business.	Get started
Selling online		
PayPal buttons	Manage my payment buttons.	Update
Card statement name	Name of my business as it appears on statements: TOMRUDDSTES	Update
VAT	Set up taxes for multiple regions.	Update
Website preferences	Bring customers back to my website after they pay with PayPal.	Update
API access	Configure how my website communicates with PayPal.	Update

Then click create new button on the right side of the page.

Item name	Qty. available	Price	Action
New Ancient Egyptian Engraved Scarab Beetle Keyring			Action ▾
Sample Buy Now Button			Action ▾
Sample Add to Cart Button			Action ▾
Sample Subscription Button			Action ▾

[Create new button](#)
[Reports](#)
[Manage checkout page styles](#)

Then complete the fields item name, item ID, price and then click create button.

Step 1: Choose a button type and enter your payment details

Choose a button type
Shopping cart

Item name: Ancient rare Scythian Collection of artifacts
Item ID (optional): 007

Price: 300.00
Currency: GBP Need multiple prices?

Customise button
Add drop-down menu with price/option Example
Add drop-down menu without prices Example
Add text field Example
Customise text or appearance (optional)

Your customer's view
Add to Cart

Postage
Use specific amount: [] GBP Help

Merchant account IDs Learn more
Use my secure merchant account ID
Use my primary email address test-seller2018@testing.com.

Step 2: Track inventory, profit and loss (optional)
Step 3: Customise advanced features (optional)

Create Button

Then PayPal will generate the form code for the add to cart button copy this code and paste it under the new product div to look like the image below.

Website Email

```
value="2RYXXEF8U8PDW">
<input type="image" src="https://www.sandbox.paypal.com/en_GB/i/btn/btn_cart_LG.gif" border="0" name="submit" alt="PayPal - The safer, easier way to pay online!"/>

</form>
```

Select Code Go back to edit this button

Buyer's View
Add to Cart

```
<li>
<div class="product">
<a href="#" class="img"></a>
<a href="#" class="name">Ancient rare Scythian Collection of artifacts</a>
<div>£300.00</div>
<form target="paypal" action="https://www.sandbox.paypal.com/cgi-bin/webscr" method="post">
<input type="hidden" name="cmd" value="_s-xclick">
<input type="hidden" name="hosted_button_id" value="2RYXXEF8U8PDW">
<input type="image" src="https://www.sandbox.paypal.com/en_GB/i/btn/btn_cart_LG.gif" border="0" name="submit" alt="PayPal - The safer, easier way to pay online!"/>

</form>
```

Then save the html file and go to the website and refresh the page and should pop up at the bottom of the page. Clicking add to cart button to create a new tab and take the user to the shopping cart on checking out the item.

The image shows a product listing for an "Ancient rare Scythian Collection of artifacts" priced at £300.00, with an "Add to Cart" button. To the right is a "Your shopping cart" interface. The cart contains one item: "Ancient rare Scythian Coll..." at £300.00. It includes quantity controls (-, 1, +), a "Remove" link, and an "Order Summary" table showing Item total £300.00 and Total £300.00 GBP. Below the cart are two payment options: "PayPal Check out" and "Check Out Pay without a PayPal account".

The next maintenance is the process of the contact form on the about us page, after a user has sent of a feedback form it is then sent to the admin of the site. It will be sent to the admin though email and after receiving the admin then can answer the form by using the email provided by the user.

Contact Form

Thank you for your feed back.

maintenance test
testing@test.com
testing the host site
maintenance testing for the report.

Send

New submission from truddock1.github.io/
about%20us.html

26 April 2018 15:54

Formspre Team



DETAILS



NEW SUBMISSION FROM FORMSPREE

Hey there,

Someone just submitted your form on
truddock1.github.io/about%20us.html. Here's what they had to say:

name	maintenance test
_replyto	testing@test.com
Topic	testing the host site
message	maintenance testing for the report.

This form was submitted at 02:54 PM UTC - 26 April 2018

The next maintenance is the review of the comments on the web pages for the gods, goddesses and pharaohs. Once the user decides to comment on a page they will need to leave their name in guest mode or use a google and Facebook account system, then they need to add a comment, they can add emoticon if they want, they also have to do a maths problem to prove they are not a robot. Once this is all done they click the button called post comment. It is then displayed in the comment section for the user to check but an email is sent to the admin giving options on if the comment can be displayed for other users to see or get deleted of the site.

The screenshot shows a comment form and an approval request interface.

Comment Form:

- User: Sarah (Guest)
- Comment: maintenance testing for the report.
- Emoticon: Emoticon button
- Math CAPTCHA: $6 + 3 = \boxed{9}$
- Post Comment button
- Powered by FreeCommentScript.com

Comment Section:

- 1 comments
- Sarah • (a few seconds ago)
Maintenance testing for the report.
- 0 likes, 0 dislikes, 0 replies
- Reply button
- Sort options: Newest, Oldest, Most Popular, My Comments, Most Replied

Comment Approval Request:

- Date: 25 April 2018 15:08
- Free Comment Script
- Details
- Message content (redacted): Dear Site Administrator,
Recently a user posted a comment on your website:
*****Please moderate the following message*****
Website Url:
https://truddock1.github.io/amun_g.html
- IP Address: 152.105.20.136
- Date Created: 2018-04-25 10:07:36
- Full Name: Testing
- Comment: Testing to see if the hosting site works, with the comment section

- Visibility options: To change visibility, click [Show Comment](#) or [Delete Comment](#)
- Moderation note: To stop users from posting comments [Click Here](#). Beware, this cannot be undone!

- Post as moderator option: To post a comment as moderator, [Click Here](#).
- Footer: Brought to you by www.FreeCommentScript.com

4.6 Code

In this subsection, a lot of code will include HTML5, CSS3 and a little JavaScript, some of the HTML code will be copies of other pages just with the data changed.

4.6.1 HTML 5 / JavaScript

Let's start off with the landing page which is called index.html, this is the first page the users will visit before moving on to the home page.

```
<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="utf-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <meta http-equiv="X-UA-Compatible" content="ie=edge">

    <link rel="stylesheet" href="css/style.css">

    <title>Ancient Egyptian Gods</title>

</head>

<body>

    <header id="showcase">

        <h1>Ancient Egyptian Gods</h1>

        <p>This website will show you the most popular of the 2000 egyptian gods and Pharaohs.</p>

        <a href="home.html" class="button">Get Started</a>

    </header>

    </body>

</html>
```

The code above is for the landing page (index.html), it has the basic doctype html code to make it a website. The head has a couple lines of code the main thing is the responsive code allowing the data to move when the window is smaller. Under that is the `<link rel="stylesheet" href="css/style.css">` this allows the code to be changed in CSS format, which this code links to by using the `href="css/style.css"`. Under that is the body which holds the header as well this will show the title and text under that to be displayed on the screen with a button which is linked to the home.html file with its own name.

```
<!DOCTYPE html>

<html lang="en">

    <head>
        <meta charset="utf-8">
        <title>Ancient Egyptian Gods</title>
        <link rel="stylesheet" href="css/style.css" type="text/css">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
    </head>
    <body class="body">
        <header class="mainHeader">
            <a href="home.html">
                
            </a>
            <nav><ul>
                <li><a href='home.html'>Home</a></li>
                <li><a href='gods.html'>Gods</a></li>
                <li><a href='goddesses.html'>Goddesses</a></li>
                <li><a href='pharaohs.html'>Famous Pharaohs</a></li>
                <li><a href='store.html'>Store</a></li>
                <li><a href='about us.html'>About Us</a></li>
                    <li><a href='account.html'>Account</a></li>
            </ul></nav>
        </header>
```

(home.html 1) The code above is from home.html just the first section up to navigation. The rest will be shown in different text boxes below. The doctype is the same and so is the head of the code. Next is the body class which has the header class, which holds the code for the logo and the navigation `<nav>` being displayed in a list ``. The nav bar will link to the rest of the main pages for faster use for the user.

```
<div class="mainContent">  
    <div class="content">  
        <article class="topcontent">  
            <header>  
                <h2><a href="#" title="first post">Welcome to the Website that will bring the community together</a></h2>  
  
            <content>  
                <br>  
                <p>Thank you for visiting this site. I hope with the feedback from the users we could improve on the design and content that will be displayed here.  
The way you could help is located on the About Us page. This site has a number of pages for you to visit from gods, goddesses, pharaohs, store and  
social media link which include online free documentaries.</p>  
                <br>  
                <div class="slider" style="max-width:500px">  
                      
                      
                      
                      
                </div>
```

(home.html 2) This section of code holds the `<div class>` for main content, content and top content. It also has the code for the first post on the page, under that is the code for `
` break in the page meaning the text goes down one line. Next is the `<p>` paragraphs for the text to be displayed on the site.

Under that is the image slider html code in a `<div class="slider" style="max-width:500px">`. It has the code for the images to be displayed with image links, alt tags, and the style which is width and height of the images.

```
<script>

    var myIndex = 0;

    carousel();


    function carousel() {
        var i;
        var x = document.getElementsByClassName("mySlides");
        for (i = 0; i < x.length; i++) {
            x[i].style.display = "none";
        }
        myIndex++;
        if (myIndex > x.length) {myIndex = 1}
        x[myIndex-1].style.display = "block";
        setTimeout(carousel, 2000);
    }
    </script>
<p1></p1>
</content>
<br>
<p>The images above show the beauty of Ancient Egypt and why people are mesmerised by it every year ans wish to vist egypt to see the sites.</p>
<br>
<br>
<br>
<br>
```

(home.html 3) this code has some JavaScript and HTML. This code is from the home.html file. The first bit of code is JavaScript for the image slider, this is one of the easier ways to do an image slider it tells the Java where to get the images from by using `document.getElementsByClassName("mySlides")`. It also has the code lines on how long the image will be displayed 2000 means 2 seconds. Then the rest of the code above is the same code that has been used before like the `
`, `<p>`.

```
<video width="650" controls>
    <source src="img/vid.mp4" type="video/mp4">
</video>
<p>
    Video courtesy of
    <a href="https://www.youtube.com/watch?v=hO1tzmi1V5g" target="_blank">National Geographic</a>
</p>

</article>
</div>
</div>
<aside class="top-sidebar">
<article>
    <h2>Social Media and other Links</h2>
    <a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">FaceBook Gods and Goddesses</a>
    <br>
    <a href="https://www.facebook.com/Ancientegyptpharaoh/" target="_blank">FaceBook Pharaohs</a>
    <br>
    <a href="https://www.youtube.com/playlist?list=PL6aq1PBlrtR6wKJYrb15hrlCVzEbEKIAr" target="_blank">Documentry Playlist (117 vids)</a>
</article>
</aside>
<footer class="mainFooter">
    <p>copyright@ truddock.github.io</p>
</footer>

</body>
</html>
```

(home.html 4) The code above is from the bottom of the home.html file. The first bit of code is to insert a video player with the width, link to the video in images the type of file mp4 and have a hyperlink to the video source. Under that is the aside class called top-sidebar this is where the hyperlinks are for the social media and other links for the user to research more off. Lastly is the footer code showing the copyright for the websites name, then the closing tags for the html file </html>.

The next page is the Gods page called gods.html which will display a number of images for the user to click on and have a comment section under the images for user to have conversations. This page is the same as goddesses and pharaohs page just with different images and names, so all the code will be the same, because of this the other two pages won't be shown on this subsection in the report.

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<title>Ancient Egyptian Gods</title>
<link rel="stylesheet" href="css/style.css" type="text/css">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
</head>
<body class="body">
<header class="mainHeader">
<a href="home.html">

</a>
<nav><ul>
<li><a href='home.html'>Home</a></li>
<li><a href='gods.html'>Gods</a></li>
<li><a href='goddesses.html'>Goddesses</a></li>
<li><a href='pharaohs.html'>Famous Pharaohs</a></li>
<li><a href='store.html'>Store</a></li>
<li><a href='about us.html'>About Us</a></li>
<li><a href='account.html'>Account</a></li>
</ul></nav>
</header>
```

(gods.html 1) The code above has been talked about on other html files so won't be talking about this bit of the code.

```
<div class="mainContent">
<div class="content">
<article class="topcontent">
<header>
<h2><a href="#" title="first post">Gods</a></h2>
</header>
<content>
<table>
<tr>
<td><a href="amun_g.html"><p>Amun</p></a></td>
<td><a href="anubis_g.html"><p>Anubis</p></a></td>
<td><a href="aten_g.html"><p>Aten</p></a></td>
<td><a href="geb_g.html"><p>Geb</p></a></td>
<td><a href="horus_g.html"><p>Horus</p></a></td>
<td><a href="khepri_g.html"><p>Khepri</p></a></td>
</tr>
<tr>
<td><a href="osiris_g.html"><p>Osiris</p></a></td>
<td><a href="ra_g.html"><p>Ra</p></a></td>
<td><a href="set_g.html"><p>Set</p></a></td>
<td><a href="sobek_g.html"><p>Sobek</p></a></td>
<td><a href="thoth_g.html"><p>Thoth</p></a></td>
</tr>
</table>
```

(gods.html 2) This code has the div class for main content, content and an article class for top content, under that is the tables they are two sets they have links to other html pages, image link so an image will show up on the webpage also has an alt tag and the style for the width and height of each image this was done for 11 items.

```
<p>Please note comments won't stay up until they have been processed by the admin, Thank You.</p>

</content>

</article>

</div>

</div>

<aside class="top-sidebar">

<article>

<h2>Social Media and other Links</h2>

<a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">FaceBook Gods and Goddesses</a>

<br>

<a href="https://www.facebook.com/Ancientegyptpharaoh/" target="_blank">FaceBook Pharaohs</a>

<br>

<a href="https://www.youtube.com/playlist?list=PL6aq1PBrltR6wKJYrbi5hrlCVzEbEKIAr" target="_blank">Documentry Playlist (117 vids)</a>

</article>

</aside>

<!-- Begin Comments JavaScript Code --><script type="text/javascript" async>function ajaxpath_5adf02dea7608(url){return window.location.href == "" ? url : url.replace('&s=','&s=' + escape(window.location.href));}(function(){document.write('<div id="fcs_div_5adf02dea7608"><a title="free comment script" href="http://www.freecommentscript.com">&nbsp;&nbsp;<b>Free HTML User Comments</b>...</a></div>');fcs_5adf02dea7608=document.createElement('script');fcs_5adf02dea7608.type="text/javascript";fcs_5adf02dea7608.src=ajaxpath_5adf02dea7608((document.location.protocol=="https:"?"https":"http:")+"//www.freecommentscript.com/GetComments2.php?p=5adf02dea7608&s=#!5adf02dea7608");setTimeout("document.getElementById('fcs_div_5adf02dea7608').appendChild(fcs_5adf02dea7608)",1);});</script><noscript><div><a href="http://www.freecommentscript.com" title="free html user comment box">Free Comment Script</a></div></noscript><!-- End Comments JavaScript Code -->

<footer class="mainFooter">

<p>copyright@ truddock.github.io</p>

</footer>

</body>

</html>
```

(gods.html 3) This code is the bottom of the file gods.html. There is `<p>` for text, aside class for the top-sidebar which stores the social media and other links, under that is some more JavaScript for the comment section, it allows the user to comment with a username and a comment box, the user will have to do a maths problem to show they are not a robot, then the message is sent through [Http://www.freecommentscript.com](http://www.freecommentscript.com) and then sent to the admins email asking to approve or delete the comment made. The reason for using the JavaScript from online is because it is already formed professionally and helps with user ability and security. Finally, is the footer which holds the copyright for the website.

The next page which will be looked at is a god page called Anubis_g.html. All of the gods, goddesses and pharaohs have the same code just different images and text. Because of this there will only be one page in this section of the website.

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<title>Ancient Egyptian Gods</title>
<link rel="stylesheet" href="css/style.css" type="text/css">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
</head>
<body class="body">
<header class="mainHeader">
<a href="home.html">

</a>
<nav><ul>
<li><a href='home.html'>Home</a></li>
<li><a href='gods.html'>Gods</a></li>
<li><a href='goddesses.html'>Goddesses</a></li>
<li><a href='pharaohs.html'>Famous Pharaohs</a></li>
<li><a href='store.html'>Store</a></li>
<li><a href='about us.html'>About Us</a></li>
<li><a href='account.html'>Account</a></li>
</ul></nav>
</header>
```

(anubis_g.html 1) This is the same as the other pages and needs no explanation.

```
<div class="mainContent">
<div class="content">
<article class="topcontent">
<header>
<h2><a href="#" title="first post">Anuis</a></h2>

<content>
<p>Appearance:</p>
<li>Man with a jackal head</li>
<li>A jackal</li>
<br>
<p>Anubis was the god of embalming and the dead.
Since jackals were often seen in cemeteries, the ancient Egyptians believed that Anubis watched over the dead.
Anubis was the god who helped to embalm Osiris after he was killed by Seth. Thus, Anubis was the god who watched over the process of mummifying people when they died.
Priests often wore a mask of Anubis during mummification ceremonies.
Anubis is one of the most iconic gods of ancient Egypt. Anubis is the Greek version of his name, the ancient Egyptians knew him as Anpu (or Inpu).
Anubis was an extremely ancient deity whose name appears in the oldest mastabas of the Old Kingdom and the Pyramid Texts as a guardian and protector of the dead.
He was originally a god of the underworld, but became associated specifically with the embalming process and funeral rites.
His name is from the same root as the word for a royal child, "inpu". However, it is also closely related to the word "inp" which means "to decay",
and one versions of his name (Inp or Anp) more closely resembles that word. As a result it is possible that his name changed slightly once he was adopted as the son of the King, Osiris.
He was known as "Imy-ut" ("He Who is In the Place of Embalming"), "nub-tA-djser" ("lord of the scared land").</p>
<br>
<p>Please note comments won't stay up until they have been processed by the admin, Thank You.</p>
</content>
</article>
</div>
</div>
```

(Anubis_g.html 2) this also has two div classes main content, content and an article class called top content, it has the code to display an image under the first post code with the text using a

and - for bullet points, under that is the paragraphs of text with

tags. Then the closing tags for the content, article and two divs.

```

<aside class="top-sidebar">

  <article>

    <h2>Social Media and other Links</h2>

    <a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">FaceBook Gods and Goddesses</a>

    <br>

    <a href="https://www.facebook.com/Ancientegyptpharaoh/" target="_blank">FaceBook Pharaohs</a>

    <br>

    <a href="https://www.youtube.com/playlist?list=PL6aq1PBlrtR6wKJYrbI5hrlCVzEbEKIAr" target="_blank">Documentry Playlist (117 vids)</a>

  </article>

</aside>

<!-- Begin Comments JavaScript Code --><script type="text/javascript" async>function ajaxpath_5adf021fa3857(url){return window.location.href == "" ? url : url.replace('&s=','&s=' + escape(window.location.href));}(function(){document.write('<div id="fcs_div_5adf021fa3857"><a title="free comment script" href="http://www.freecommentscript.com">&nbsp;&nbsp;<b>Free HTML User Comments</b>...</a></div>');fcs_5adf021fa3857=document.createElement('script');fcs_5adf021fa3857.type="text/javascript";fcs_5adf021fa3857.src=ajaxpath_5adf021fa3857((document.location.protocol=="https:"?"https:":"http:"))+"//www.freecommentscript.com/GetComments2.php?p=5adf021fa3857&s=#!5adf021fa3857");setTimeout("document.getElementById('fcs_div_5adf021fa3857').appendChild(fcs_5adf021fa3857)",1);});</script><noscript><div><a href="http://www.freecommentscript.com" title="free html user comment box">Free Comment Script</a></div></noscript><!-- End Comments JavaScript Code -->

<footer class="mainFooter">

  <p>copyright@ truddock.github.io</p>

</footer>

</body>

</html>

```

(anubis_g.html 3) This code very similar to gods.html 3. It has an aside class top-sidebar, with social media and other links. Then the JavaScript for a comment box is there and goes through the website and sends email to admin for approval. The reason for using the JavaScript from online is because it is already formed professionally and helps with user ability and security. Under that is the footer with the copyright for the website name.

The Next page will be the store.html. This page displays the item for sale of the store front and has a PayPal button so the user will find it safer to buy from the website.

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<title>Ancient Egyptian Gods</title>
<link rel="stylesheet" href="css/products.css" type="text/css">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
</head>
<body class="body">
<header class="mainHeader">
<a href="home.html">

</a>
<nav><ul>
<li><a href='home.html'>Home</a></li>
<li><a href='gods.html'>Gods</a></li>
<li><a href='goddesses.html'>Goddesses</a></li>
<li><a href='pharaohs.html'>Famous Pharaohs</a></li>
<li><a href='store.html'>Store</a></li>
<li><a href='about us.html'>About Us</a></li>
<li><a href='account.html'>Account</a></li>
</ul></nav>
</header>
```

(store.html 1) This page is the same as the other pages because this is the head and navigation section of the code. This html file is a little different because the CSS sheet it is using is the href="css/products.css" and not the style.css file. This is because some tags might be the same and is easier to structure on another css file.

```
<div class="mainContent">
<div class="content">
<article class="topcontent">
<header>
<h2><a href="#" title="first post">Welcome to the Store Front.</a></h2>

<content>
<div class="products">
<h6>Current Products displayed below, New products and features will be cooming soon.</h6>
<ul>
<li>
<div class="product">
<a href="#" class="img"></a>
<a href="#" class="name">Egyptian Mummy Beads 3,000 years old, New Kingdom</a>
<div>£7.00</div>
<form target="paypal" action="https://www.sandbox.paypal.com/cgi-bin/webscr" method="post">
<input type="hidden" name="cmd" value="_s-xclick">
<input type="hidden" name="hosted_button_id" value="TXWERTYA336H8">
<input type="image" src="https://www.sandbox.paypal.com/en_GB/i/btn/btn_cart_LG.gif" border="0"
name="submit" alt="PayPal – The safer, easier way to pay online!">

</form>
</div>
</li>
```

(store.html 2) This section has the two divs and an article again, it also holds the content with a div called products and product which displays the items for sale on the store, because of the CSS the code gets turned into a box for the item with an image, name, price and a add to cart button. The button is linked to a sandbox PayPal meaning the transactions can go through without effecting real money. The `<div class="product">` with the `<form target="paypal">` happens six times but with different text in the alt tag, name class and the div for the price.

```
<aside class="top-sidebar">
  <article>
    <h2>Social Media and other Links</h2>
    <a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">FaceBook Gods and Goddesses</a>
    <br>
    <a href="https://www.facebook.com/Ancientegyptpharaoh/" target="_blank">FaceBook Pharaohs</a>
    <br>
    <a href="https://www.youtube.com/playlist?list=PL6aq1PB1rtR6wKJYrbI5hrlCVzEbEKIAr" target="_blank">Documentry Playlist (117 vids)</a>
  </article>
</aside>
<footer class="mainFooter">
  <p>copyright@ truddock.github.io</p>
</footer>

</body>
</html>
```

(store.html 3) this is the same to other html files as it is the top sidebar class with social media links and the footer with the copyright name.

The next html file is the about us.html. This is where the user will go if they want to know about the website, admin emails and contact form.

```
<!DOCTYPE html>

<html lang="en">
  <head>
    <meta charset="utf-8">
    <title>Ancient Egyptian Gods</title>
    <link rel="stylesheet" href="css/style.css" type="text/css">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
  </head>
  <body class="body">
    <header class="mainHeader">
      <a href="home.html">
        
      </a>
      <nav><ul>
        <li><a href='home.html'>Home</a></li>
        <li><a href='gods.html'>Gods</a></li>
        <li><a href='goddesses.html'>Goddesses</a></li>
        <li><a href='pharaohs.html'>Famous Pharaohs</a></li>
        <li><a href='store.html'>Store</a></li>
        <li><a href='about us.html'>About Us</a></li>
          <li><a href='account.html'>Account</a></li>
        </ul></nav>
    </header>
```

(about us.html 1) This code is the same to the other code of other html files which are the head, navigations and the responsive code.

```
<div class="mainContent">
    <div class="content">
        <article class="topcontent">
            <header>
                <h2><a href="#" title="first post">About Us</a></h2>
            </header>
            <content>
                <br>
                <p>This website was created to bring the community into one place, as time goes on the website will get bigger and better with the feedback from the community. In the future we would like to bring new features to the users like accounts this will allow the users to sell their own products on the website. This will increase the store size and will bring in more attention to the site. Future features include, accounts which will allow the user to create an account with their own user image, user name and this will help when commenting on pages or selling products.
                Another feature will be the filter options within the store.</p>
                <br>
                <p>Thanks,</p>
                <br>
                <p>Admin</P>
                <br>
                <br>
                <p>You can contact the admin in 2 ways one is using the email displayed below and the other is the contact form under that. The contact form if for more specific issues, problems etc.</p>
                <br>
                <p>Admin - anon_creation@outlook.com</P>
            </content>
```

(about us.html 2) This code is similar to other html files with the two divs and the article class, it also includes the `<p>` and `
` code. Which helps the developer have the text where they planned it to be.

```
<div class="wrapper">  
  <form action="https://formspre.io/anon_creation@outlook.com"  
        method="POST">  
    <h5> Contact Form</h5>  
    <p> Thank you for your feed back.</p>  
    <br>  
    <input type="text" name="name" placeholder="Enter Your Name">  
    <input type="email" name="_replyto" placeholder="Enter Your Email">  
    <input type="subject" name="Topic" placeholder="Subject">  
    <textarea name="message" cols="38" rows="10" placeholder="Please Type Your Message  
Here.."></textarea>  
    <input type="submit" value="Send">  
    <br>  
    <br>  
    <p>If you wish to join the team in improving this site please get in contact with the admin by  
emailing or using the contact form above.</p>  
  </form>  
</div>  
</article>  
</div>  
</div>
```

(about us.html 3) This code has a div class called wrapper and a form action where the contact form answers are sent to the email displayed in the code. The input line codes show what has to be filled in like name, email, subject and the message, with the send button on the bottom of the form. The reason for using a feedback form from the internet is to help with the security of the message for the users' privacy.

```
<aside class="top-sidebar">
  <article>
    <h2>Social Media and other Links</h2>
    <a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">FaceBook Gods and Goddesses</a>
    <br>
    <a href="https://www.facebook.com/Ancientegyptpharaoh/" target="_blank">FaceBook Pharaohs</a>
    <br>
    <a href="https://www.youtube.com/playlist?list=PL6aq1PBlrtR6wKJYrb15hrlCVzEbEKIAr" target="_blank">Documentry Playlist (117 vids)</a>
  </article>
  </aside>
  <footer class="mainFooter">
    <p>copyright@ truddock.github.io</p>
  </footer>

</body>
</html>
```

(about us.html 4) This code is the same to other html files as it has the aside class top sidebar with the social media and other links for the user to research more and finishes with the footer which holds the copyright for the website name.

The Last HTML 5 file page that will be looked at is the account.html page even though most of the code is the same to the other files. There won't be much on this page as it has not been developed in the timescale that was given. As another language would have to be learned or have to move the website to another code altogether and did not have enough time to do that.

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<title>Ancient Egyptian Gods</title>
<link rel="stylesheet" href="css/style.css" type="text/css">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
</head>
<body class="body">
<header class="mainHeader">
<a href="home.html">

</a>
<nav><ul>
<li><a href='home.html'>Home</a></li>
<li><a href='gods.html'>Gods</a></li>
<li><a href='goddesses.html'>Goddesses</a></li>
<li><a href='pharaohs.html'>Famous Pharaohs</a></li>
<li><a href='store.html'>Store</a></li>
<li><a href='about us.html'>About Us</a></li>
<li><a href='account.html'>Account</a></li>
</ul></nav>
</header>
```

(account.html 1) This code is the same to other html files as it is the head, body class and navigation section which will be the same on each html file in the project.

```
<div class="mainContent">
<div class="content">
<article class="topcontent">
<header>
<h2><a href="#" title="first post">Coming Soon</a></h2>
<br>
<content>
<p>This feature will be released soon and will allow the user to register to the site, which will store their:</p>
<ul>
<li>User Image</li>
<li>First Name</li>
<li>Sure Name</li>
<li>User Name</li>
<li>Email Address</li>
<li>Password</li>
<li>PayPal Link</li>
</ul>
<br>
<p>It will also include:</p>
<ul>
<li>Registration Form</li>
<li>Login Form</li>
</ul>
</content>
</article>
</div>
</div>
```

(account.html 2) This code is showing the user what will be implemented in the future, if the website continues. It has bullet points code, <p>, <header>, <content>
 and . Very simple code.

```
<aside class="top-sidebar">

<article>

    <h2>Social Media and other Links</h2>

    <a href="https://www.facebook.com/The-Egyptian-Gods-and-Goddesses-120037738160240/" target="_blank">FaceBook Gods and Goddesses</a>

    <br>

    <a href="https://www.facebook.com/Ancientegyptpharaoh/" target="_blank">FaceBook Pharaohs</a>

    <br>

    <a href="https://www.youtube.com/playlist?list=PL6aq1PBirtR6wKJYrbi5hrlCVzEbEKIAr" target="_blank">Documentry Playlist (117 vids)</a>

</article>

</aside>

<footer class="mainFooter">

    <p>copyright@ truddock.github.io</p>

</footer>

</body>

</html>
```

(account.html 3) The last bit of code is the same as other html files with the aside class called top sidebar where the social media and other links are located, then the footer class which holds the copyright for the website name.

4.6.2 CSS3

The first CSS style sheet which will be talked about is the style.css then the products.css.

```
body {  
    background: url('../img/wallpaper1.jpg') no-repeat;  
    background-size: cover;  
    background-position: center;  
    height: 100vh;  
    margin: 0;  
    font-family: Arial, 'Lucida Sana Unicode';  
    font-size: 17px;  
    color: black;  
    line-height: 1.5;  
    text-align: left;  
}
```

This CSS code is for the body of every html file in the folder except for the index.html. It contains the background image, the size the image should cover, and the position of the image, the height, the margin, the font of the text in the body section of the html file, the font size of the text, the line-height and the text align.

```
#showcase {  
    background-image: url('../img/wallpaper2.jpg');  
    background-size: cover;  
    background-position: center;  
    height: 100vh;  
    display: flex;  
    flex-direction: column;  
    justify-content: center;  
    align-items: center;  
    padding: 0 20px;  
    text-align: center;  
}  
  
#showcase h1 {  
    font-size: 50px;  
    line-height: 1.2;  
    color: white;  
}
```

This CSS code is for the index.html file, which shows the background, the size of the image, and other attributes in the #showcase. Next is the #showcase h1 which changes the headings in the index.html file, it changes the font size, the line height of the font and the colour of the text.

```
#showcase p {  
    font-size: 20px;  
    background-color: black;  
    color: white;  
}  
  
#showcase .button {  
    font-size: 18px;  
    text-decoration: none;  
    color: white;  
    border: black 2px solid;  
    padding: 10px 20px;  
    border-radius: 10px;  
    margin-top: 20px;  
    background-color: black;  
}  
  
#showcase .button:hover {  
    background: white;  
    color: black;  
}
```

This CSS code is also involved in the index.html file. The #showcase p is to change the paragraphs from the font size, background colour of the text and the colour of the text. #showcase. Button changes the button options like the font size, colour of the text, border, padding of the button, margin and background colour. Then the #showcase. Button: hover is what happens to the button when the user hovers over the button.

```
a {  
    text-decoration: none;  
}  
  
a:link, a:visited {  
    color: #F4a460;  
}  
  
a:hover, a:active {  
    background-color: #F4a460;  
    color: white;  
}
```

The CSS above shows the options for the logo on the html files, like the hover options, link options etc.

```
.body {  
    margin: 0 auto;  
    width: 80%;  
    clear: both;  
}  
  
.mainHeader img {  
    width: 20%;  
    height: auto;  
    margin: 2% 0;  
}
```

This code shows the size of the body width, and the code for the main header image which will control the width, height and margin.

```
.mainHeader nav {  
background-color: #666;  
height: 40px;  
border-radius: 5px;  
-moz-border-radius: 5px;  
-webkit-border-radius: 5px;  
}  
.mainHeader nav ul {  
list-style: none;  
margin: 0 auto;  
}  
.mainHeader nav ul li {  
float: left;  
display: inline;  
}  
.mainHeader nav a:link, .main Header nav a:visited {  
color: #fff;  
display: inline-block;  
padding: 10px 25px;  
height: 20px;  
}
```

The code above is about the CSS for the navigation bar, it includes the colour, height and radius. Then the navigation bar ul is the bulleted list of the navigation names. The ul li is the list options which have the li items float to the left and display in a line for the user. Then the nav a:link and nav a:visited, it shows the colour, where to display the names the padding between the list items and the height.

```
@media only screen and (max-width: 1070px) {  
    .mainHeader nav a:link, .main Header nav a:visited {  
        color: #fff;  
        display: inline-block;  
        padding: 10px 10px;  
        height: 20px;  
    }  
}  
  
@media only screen and (max-width: 800px) {  
    .mainHeader nav a:link, .main Header nav a:visited {  
        color: #fff;  
        display: inline-block;  
        padding: 10px 10px;  
        height: 20px;  
        width: 100px;  
        display: flex;  
    }  
}
```

The code above is trying to make the website more responsive for mobile phones. The @media only screen and (max-width: 1070px) line is when the navigation bar is to change the layout to suit the optimisation of the mobile devices, for both bits of the code.

```
.top-sidebar {  
    width: 25%;  
    float: right;  
    background-color: #fff;  
    border-radius: 5px;  
    -moz-border-radius: 5px;  
    -webkit-border-radius: 5px;  
    margin-left: 3%;  
    margin-bottom: 2%;  
    margin-top: 0.5%;  
    padding: 2% 3%;  
}  
  
.mainFooter {  
    width: 100%;  
    height: 40px;  
    float: left;  
    border-radius: 5px;  
    -moz-border-radius: 5px;  
    -webkit-border-radius: 5px;  
    background-color: #666;  
    margin-top: 2% 0;  
}  
  
.mainFooter p {  
    width: 92%;  
    margin: 0.5% auto;  
    color: #F4a460;  
}
```

The CSS above will show the code for the sidebar, footer and the footer <p>. The .top-sidebar changes the width, location in float left, background colour, margins and paddings. The .mainFooter is the same it controls where it is and what it looks like. Then the .mainFooter p. changes the text in that location.

```
.wrapper {width:400px;padding:30px;}

.wrapper h5{font-style: Arial;
    font-size: 17px;}

.wrapper input[type=text],
.wrapper input[type=email],
.wrapper input[type=subject],
textarea{
    width:100%;margin-bottom: 15px;
    padding:5px;
}

.wrapper a{
    text-decoration: none;
    background: #666;
    color: #F4a460;
    display: Block;
    padding: 10px 15px;
    text-align: center;
    font-size: 17px;
}
```

This CSS is for the comment section on the about us.html file. It shows what inputs are needed to be for each fields for example the .wrapper input [type=text] requires text. It controls the width, font size, padding etc. Then the .wrapper a, is the text that is displayed before the user types their data in the fields for example the background, colour, display padding, text align and the font size. It basically controls what the contact form looks to the user.

```
.pha {  
    padding-right:20px  
}  
  
.g {  
    padding-right: 70px  
}  
  
.GODS {  
    padding-right:20px  
}
```

This code controls the padding between the images on the gods.html, goddesses.html and pharaohs.html pages, it spaces the images depending on the amount of images on the page.

```
@media only screen and (max-width: 300px) {  
  
.mySlides{  
    width:100wv !important;  
    height:auto !important;  
}  
  
}
```

This code was trying to have the image slider to be more responsive but failed to do so, and will be talked about in the evaluation.

The next CSS stylesheet is the products.css and is linked to the store.html, most of the CSS is the same code from the style.css all that is added is more extra code for the store.html, which was to avoid effecting the rest of the site.

```
div.products ul,  
div.products ul li{  
    float:left;  
    padding: 0px;  
    margin:0px;  
    list-style: none;  
}  
  
div.products ul{  
    width:120%;  
    margin-top: 20px;  
}  
  
div.products ul li{  
    width:30%;  
    margin-bottom: 10px;  
}  
  
div.product{  
    float: left; width:240px;  
    background-color: white;  
}
```

This code controls the listed items and the product class from the stroe.html file and changes the appearance so it is more appealing to the users, things like padding, margins, width and background colour.

```
div.product a{  
    float: left; width: 100%;  
    text-align: center;  
}  
  
div.product a img{  
    margin-top: 10px;  
}  
  
div.product a img img{  
    height: 170px;  
    max-width: 100%;  
    border-bottom: #d3654c 5px solid;  
}  
  
div.product a.name{  
    font-weight: bolder;  
    color: black;  
    font-size: 14px;  
    text-decoration: none; margin-top: 10px;  
}  
  
div.product a.name:hover{  
    color: #d3654c;  
}
```

This code changes the height, width of the images, the colour font and font size of the item text and colour when the user's pointer hovers over the item.

```
div.product div{  
    font-size: 18px;  
    font-weight: bolder;  
    color: #F4a460;  
    text-indent: 10px;  
    margin-top: 10px 0 10px 0;  
    float:left; width: 100%;  
}  
  
div.product a.cart{  
    border-top: #d3654c 1px solid;  
    background: #f2f2f2;  
    line-height: 40px;  
    font-weight: bold;  
    color: #d3654c;  
    text-decoration: none;  
}  
  
div.product a.cart:hover{  
    background-color: #F4a460; color: white;  
}  
  
div.product:hover a.img img{  
    opacity: 0.7;  
}
```

This code shows the changes made to the product div making it appear different to the user effecting the font size, colour, margins and width. It also shows what the cart button would look like and what would happen when the button has been hovered over. It also changes the image when hovered over making it look like the item is clickable.

5 Deployment

The project was hosted by GitHub a free hosting site. This was to make sure the features, functions and content was displayed correctly and when an issue arose it was fixed on the local host and then upload to GitHub to make sure it has been fixed for the user. Another reason for having it deployed on the web is to help with the testing of the site which will be displayed in section 6 of the report.

6 Testing

This section is about testing the code making sure links, pages, sliders, videos, contact forms, comment sections and store payments work correctly. The testing plan will have two sections one will be functionality and the other will be the performance of the site for online users.

6.1 Functionality

This subsection will be testing the site which is hosted on GitHub, link provided (<https://truddock1.github.io/>). It will test to see if the features work while online and will document the results in a table with the test number, test name, the expected results of the test, actual results of the test and what action needs to be done to fix the issues if any. The key below will show what the results mean to the site.

Needs action	Can be done in time	No action needed
--------------	---------------------	------------------

6.1.1 Hyperlinks

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Video Link	To take the user to the origin of the video	Clicking the link takes the user to the YouTube channel of National Geographic and starts playing the video straight away.	No Action needed
2	Social media (Facebook #1)	To take the user to the origin of the Facebook page	Clicking the link in the social media section, it takes the user to the correct Facebook page	No Action needed
3	Social media (Facebook #2)	To take the user to the origin of the Facebook page	Clicking the link in the social media section, it takes the user to the correct Facebook page	No Action needed

4	Documentary Playlist	To take the user to a YouTube playlist with videos	Clicking the link in the social media section takes the user to a YouTube playlist with more videos advertised.	Could remove the number of videos displayed on the website as the amount keeps on rising every couple of days.
---	----------------------	--	---	--

The test of the live website shows that the hyperlinks are not broken and most except one are perfects the only issue is that the link says they are 117 videos, but the amount is rising each day on 120 as of now.

6.1.2 Page Links

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Landing screen, Get Started button links to home page.	Click the button and take the user to the home page	After clicking the button, it takes the user to the home page.	No Action needed
2	God's page linked correctly.	Clicking the gods tab on the navigation bar it should take the user to the god home page displaying images to the user.	Clicking the page link, it takes the user to the god's home page for them to click a god's image.	No Action needed
3	Clicking a god on the god page.	Clicking any image or god name it should take the user to a new page with images, text and a comment section about that god.	Clicking the images and text work on all of the god's and take the user to the god they clicked on.	No Action needed
4	Goddess's page linked correctly.	Clicking the goddesses tab on the navigation bar it should take the user to the goddess's home page displaying images to the user.	Clicking the page link, it takes the user to the goddess's home page for them to click a goddess's image.	No Action needed
5	Clicking a goddess on the goddess's page.	Clicking any image or name it should take the user to a new page with	Clicking the images and text work on all of the goddesses and take the user to	No Action needed

		images, text and a comment section about that goddesses.	the goddesses they clicked on.	
6	Clicking on the Famous Pharaohs page.	When clicking the page link it should take the user to a pharaohs page with images and text for the user to choose.	After clicking the page link on the nav bar it takes the user to the famous pharaoh's page.	No Action needed
7	Clicking a pharaoh.	When clicking an image or text of a pharaoh it should take the user to the page about them.	After clicking a pharaoh's image and text it does not take the user to the page about them.	No Action needed
8	Clicking the store page on the navigation bar.	When clicking on the store page it should take the user to the store front displaying item that are for sale.	After clicking the store page, it takes the user to the store front displaying the items for sale.	No Action needed
9	Clicking the about us page on the navigation bar.	When clicking it should take the user to the about us page and show the text with a contact us form.	After clicking the page, it takes the user to the correct page and displays the correct information for the user.	No Action needed
10	Clicking the account page on the navigation bar.	When clicking the account page, it should take the users to the account page and show them the upcoming feature for the website.	After clicking the page, it took the user to the page and displayed what is coming soon to the site.	No Action needed

The test above shows that the web pages are all connected to each other and no errors or problems are created when navigating the site.

6.1.3 Image slider

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Checking is the image slider works when hosted	Have all 4 images rotate with two seconds of screen time.	The 4 images are displayed for two seconds each.	No Action needed

The test above is to make sure the images are displayed and have a two seconds screen time.

6.1.4 Videos

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Making sure the video player works on the home page (home.html)	Be able to change volume, move the time slider around to what the user wants, play and pause and full screen the video.	The video player allows the user to go full screen, change the volume, play and pause and move the time slider in the player.	No Action needed

The test above is to make sure the video player on the home page works correctly when host on the web.

6.1.5 Contact forms

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Enter name in the name fields	The user should be able to enter his/her name.	Can type a name in the field	No Action needed
2	Enter email in the email fields	The user should be able to enter his/her email.	Can type an email in the field	No Action needed
3	Enter subject in the subject fields	The user should be able to enter a subject field	Can type a subject in the fields	No Action needed
4	Enter message in the message area	The user should be able to enter a message to be sent to the admin.	Can type a message in the fields	No Action needed
5	Click the send button	The user should be able to click the send button and the information should be sent to the admin.	Can click the button and takes the user to the I'm not a robot page once that is click, it lets the user return to the original site.	No Action needed

6	Email received by the admin	The admin should receive the information from a user's contact form.	Email is received and shows the fields name, reply to, topic and the message.	No Action needed
---	-----------------------------	--	---	------------------

The test above shows that the contact form works correctly for the user and the admin.

6.1.6 Comment sections

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	User enters name	Allow the user to enter his/her name.	Does allow the user to enter a name	No Action needed
2	Can the user enter a comment	Allow the user to enter his/her comment.	Does allow the user to enter a comment	No Action needed
3	Does the robot math problem work	Allow the user to answer the problem correct.	Does allow the user to enter the correct answer	No Action needed
4	Does the button post comment work	Allow the user to post the comment.	Does post the comment but won't be seen by other users until approved by the admin.	No Action needed
5	Can the user add emoticon to the comment	Allow the user to add emoticon if they wish.	Can add emoticon to the comment.	No Action needed
6	Does the comment show up when the user leaves the page and comes back	All the users comment to show up on the pages comment section.	No it does not stay until the admin approves the comment.	No Action needed
7	Does the admin received the email asking if they want it approved or deleted from the section.	An email to be sent to the admin and allow them to approve or delete the comment if they chose to.	Email is received and approved the comment allowing other users to see the comment.	No Action needed

The test above shows that the comment section works correctly for the users and admins. When the website is online.

6.1.7 Store payments

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Add item to cart	The item should be added to the users' cart	User can add the item to the shopping cart.	No Action needed
2	Add item	Increase the amount of items the user wants to buy.	Adding an item increases the cart amount.	No Action needed
3	Remove items	Decreases the amount of items the user wants to buy.	Removing the items decrease the amount in the cart.	No Action needed
4	Delete items from shopping cart	Delete an item from the shopping cart	Deleting an item from the store tells the user their cart is empty.	No Action needed
5	Login to PayPal Sandbox Account	Login to sandbox account	Logged in using a PayPal sandbox account	No Action needed
6	Buy items	Buy the items in carts	Clicking buy now purchases the items in the cart	No Action needed
7	Transaction works (PayPal sandbox accounts)	Show proof the transaction has worked	Got purchase details.	No Action needed

The test above shows that the store payment system works correctly for the PayPal sandbox accounts.

6.2 Performance

This section of the testing plan will show the speeds on switching html pages while being hosted online.

Test No.	Test Name	Expected Results	Actual Results	Action Done
1	Speed when entering the landing screen (index.html)	A couple of Milliseconds	550ms	No action needed but it could be faster, could do some research on a better hosting site, if the traffic gets any bigger.
2	Speed from the index.html to the	A couple of milliseconds	200ms to 7 seconds because	No action needed as users won't go

	home page (home.html)		it had to load in the video	straight down the page to get to the video first.
3	From the home page open a page with lots of images and comment section (goddesses.html)	Should take a few seconds.	Take 4.3 seconds to load in 43 requests and 650kb transferred data.	No action needed as of now but could upgrade the host.
4	Open the store page (store.html)	Should take a couple of milliseconds	Only took 647 milliseconds to open the store using 1.9mb and 13 requests.	No action needed

The test above shows the webpages which have the most data and will be the most burden if any to the host. From the results, it shows that there is no need to change the host as of now, but might have to in the future if more content is added that might stop or hinder the load times for the users.

7 Legal, ethical and social issues

In this section, there will be three subsections for the legal ethical and social issues for developing and hosting a website.

7.1 Legal issues

The legal issues arise when the website is live and trying to get people to utilise the site and enter personal information, for example, accounts, online stores. Anything sensitive and would not like to inform the world about. So when creating a website, the developers and clients will need to make sure the website follows the Data Protection Act 1998 which is used to keep users data safe from harm, if it is infringed the company or owners of the site will be fined and could go to jail depending on the severity of the offence.

The new and improved DPA is the General Data Protection Regulation 2018 by the EU Parliament which will go into effect on the 25th May 2018 and if the website does not comply they may face extremely hefty fines. It was created to increase the data privacy laws across Europe, to protect the EU resident's data privacy.

If the project was being developed and it was going live to the world the developers will have to make sure they comply with the Copyright, Designs and Patents Act 1988. But just because the website is being built by a student for academic purposes and experience this does not affect the developer. But if this was to be built for people to use daily and not for a final year project then the text, images and other things will have to comply with the Copyright, Designs and Patents Act 1988. All the student have to do if reference the images and text in the report to show and give credit to the legitimate owners of the work.

Next act is the Computer Misuse Act 1990 this act is to protect the developer's data and the people utilising the service. So it stops people getting on to the system without permission to do damage to the website and cause money loss and other effects which will be talked about in the ethical and social issue sections. If this happens the person doing, the damage is held liable and not the developers, unlike the DPA. So as long as the system has good security this happening is extremely rare.

These acts that have been talked about above have been implemented into the legislation to protect the company, developers, clients and users of the software or sites, from harm and if the developers and companies have made the correct systems in place to abide by these rules, the companies should not have to worry about getting penalised by the government.

7.2 Ethical issues

The Ethical issues are what the developers, clients if any and companies have an in-house policy which is not illegal but they are rules to follow while working in the company, for a client or developing a website. These are mostly moral conduct rules like what is wrong and right. While working on the project. For example, if someone discloses information about an upcoming project to be released and another company steals that idea and releases the software or website before you that would be unethical and cause the company lose money and could get the leaker fired. The reason people have in-house rules are to protect the projects they make, manage and data they

have. By breaching the rules which an employee has signed they are liable to have the action taken against them if serious enough.

7.3 Social Issues

On the other hand, social issues are people that get affected by their actions, like company's credibility and other things that are affected by data, privacy breaches. This can affect the company's money, social standing in the industry, stock prices and can affect future work for clients. For example, if an employee breaks the policies in a company and they get fired because of this it will affect the ex-employee credibility in the future and will make it harder for them to find a job in that technical area again.

8 Evaluation

In this section of the report, I believe it is the most important section because it is the evaluation of all that has happened over the last 15 weeks from the beginning of term two to the hand in date of 1/05/18 for the artefact (website) and 2/05/18 for this report. In this section, there will be six subsections talking about other users testing the website, the planning and analysis from the report, design from the report, implementation from the report, the testing from the report and my own personal evaluation. All of this will be done in 1st person view and will talk about the good points of the section and the bad and how it can improve my work for the next project.

8.1 User Testing

In this subsection, I will get two other students to test the website on 4 different sections and have them rank the experience out of 10 and record their comments on the matter.

The first student to test the site is Luke Symmonds, 22, Gamer. (All comments are his own words)

Test No	Test Name	Ranking out of 10	Comments
1	Navigation	10	The navigation is working perfectly as so the page links work on every button and link.
2	Design	8	The design is very relevant with the subject and has a good colour scheme to match the theme. On the other hand, there is a lot of dead space when it comes to filling the website in.
3	Content	9	The content on the website is very educating and all the images are relevant to what is being talked about.
4	Usability	7	The usability has no mobile and tablet view but is very clear in the desktop view which is something that could be implemented in future versions. When hovering over the images, the name

			disappears which would be more clear is the user could see the name of what they are going to click on while hovering on it.
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Total 8.5 out of 10. (Average)

The second student to test this site is Shukat Ullah, 20, non-gamer. (All comments are his own words)

Test No	Test Name	Ranking out of 10	Comments
1	Navigation	9	The navigation is placed in a great location on the website. All the buttons are clearly labelled.
2	Design	7	The design of the website has been planned out to a great extent. The design represents the Egyptian theme very well.
3	Content	7	The website contains great content. There is a great range of content that will help users gain knowledge.
4	Usability	7	The usability could have been improved if there was a mobile and tablet view. The PC only restriction will limit the number of users the website will attract.

Total 7.5 out of 10. (Average)

The two tests above show what the average gamer and non-gamer think of the website and how it can be improved in the future. This is incredibly constructive feedback from other web developers and is happy with the feedback they provided.

8.2 Methodology Review

After reviewing the two methodologies that have been used. I believe it is the best out of both worlds and improves on each other disadvantages and supports me develop the project without worrying if I have lacked anything critical, I can just go back and change, fix and delete if necessary that what makes it a more viable system than just using one methodology when developing a website in a one-man team but if there was a 10-man team it could be better to use one methodology.

8.3 Planning and Analysis

This subsection will talk about the planning and analysis of the report and how it can be improved from the project plan, user research and the market analysis. So if I decided to do this project all over it will help improve my work effects and improve the quality standard of the report.

The first one is the project plan which is in section 2.2 of the report and I believe this can be improved if I decided to do the project plan topic by topic having a longer plan will help with the display of the work done and not just started report on this date and finished on this date, if splitting up the topic on the plan would have helped me and the reader of the report know when certain topic has been started and finished.

The next one is the User research which holds the target audience, primary audience, secondary audience and user persona in section 2.3 to 2.3.1.3. I believe this is a very good section for the research on the types of user that will be using the website on a daily or weekly basis. Maybe one thing that could have been improved on the user persona is to add more data or another persona to show a range of users. This will help me in the future if another report is needed.

8.4 Design

The design section has many subsections, and I will be talking about things can be improved, changed or left alone to improve my future work. This section involves the content map, logo, colour scheme, mood board, user requirements, functional and non-functional specifications, the wireframes which have subsections for the low definition and high definition, then the UML design and classes.

The first one is the Content map which is 3.2 in the design section. I believe the content map could be improved once the website has been developed and tested as some have missing tabs or added tabs which make it look different to the content map but not by much.

The next subsection will be the logo which is 3.3. I believe the logo suites the website and theme of the site very well but in my mind, it could have been improved or have an added text to say the website name.

The next subsection is adding the colour scheme and mood board together. I believe and by the test result from the users that the colour scheme suites the style of the site and the mood board influences me to create a website to look similar to that.

The next subsection will be the user requirements which has two subsections of its own which are the functional and non-functional specification which is 3.6 to 3.6.2, are a lot different to the finished website because I could not learn or implement the code correctly for it to work as the section specified.

The next subsection is the wireframes which include the low and high definition of the website design. I have made sure to stick to the design of the low and high images which can be seen in 3.7

to 3.7.2 of the report. I believe the software called mock flow was the best program for the job as I have had three years practice using this service and very familiar with the mechanics.

The final section is the UML design and classes design which is 3.8 and 3.9, I had to relearn the way on how to do these designs on star UML and I believe the website is a little different to the UML designs once the website has been completed. For the future project, I will need to learn more on the topic of UML designs top help the report and other people to understand the design systems of the website.

8.5 Implementation

This section is reasonably long and includes the hardware and software used to help and generate the report and website, the graphical user interface (GUI) which is the user interface, then the user and maintenance documentation which was made to help users and admins on how to manage the website once it's finished, then the code which was used to create the website include HTML5, CSS3 and JavaScript.

The first subsection is the hardware used, this is very straightforward you talk about the hardware which is 4.1 to 4.1.2. It takes about what hardware was used like the PC and USB etc. and nothing is wrong or can be improved in this section.

After that section is the software which is the same and all the software displayed from 4.2 to 4.2.10. Is software that has helped from a little to a lot is the creation of the report and the project. Nothing can be added or improved in the section.

The next section is the Graphical User Interface (GUI) which is 4.3. This section shows the user or reader what can be interacted with and is not a solid object. I believe this cannot be improved as it talks about everything that is needed.

The next section is the user documentation which is 4.4. This shows the users or readers on how the features work like the contact form, comment section and store. So it cannot be improved as it covers all criteria on the features added to the website.

The next section is the maintenance documentation which is 4.5 and this shows the admin or future owner of the site on how to include items and other content through the code and be displayed on the website. Nothing can be improved as it touches all criteria on what needs to be added and how to achieve that.

The next bit is explaining the code used to create the website from the HTML5, CSS3 and JavaScript which is 4.6 to 4.6.2. It can be improved if I had more time to work on the code or add comments to the code as the website has been developed. So commenting line by line would have been better at explaining the code used and what it does instead of having a paragraph saying what the block of code does. I basically forgot about making the website mobile friendly until the website was finished and I tried to conduct the research for the CSS code but couldn't get it to work correctly, so I decided to not make it mobile friendly, the reason for this comes to the primary target audience which happens to be the older generation, where most of them don't include smartphones which are 23% to 42% own smartphones or 4 in 10 seniors, Anderson and Perrin (2017).

Since the website has been completed, after evaluating it has not reached the project scope and goals which was established, so the objectives has somewhat failed, but during the development, I have changed the features so the website can be completed in time and work for the users.

8.6 Testing

This will be talking about the way the testing was done on the website from the functionality to performance. The functionality talks about the hyperlinks, page links, image slider, videos, contact forms, comment sections and store payments. Then the performance talks about and tests the performance figures of the speed of opening and requesting pages, images and text from the online host.

8.7 Personal Evaluation

This section I will be talking about my self-evaluation on how I could have improved the website, researching code, code commenting, a structure of doing the website and an honest opinion on how I did on these areas and things that could have been better, to have a more professional website at the end of the project deadline.

From the beginning of the project, I had very little to no knowledge of the code. I decided to develop the website on HTML5 and CSS3 and a little bit of JavaScript popped up in the development which I did not expect. The goal was to see if I can learn and develop a website within the timescale provided. I had very high hopes of developing an account based website with the online store, comment sections and other features. I believe if I started researching and practising the code from the first day and not leaving it up to week 9. This problem has capped my progress on developing a database for the accounting system, which I regret. While researching the code I would save the webpages and add videos to a playlist to go back to if I required help in that area. W3 schools and YouTube where the best places to find help with learning the language and solving problems.

An issue which could have been improved is the commenting on the code. I waited until the website was finished to comment the code. I feel it would have been easier to comment the code as the code was implemented to the coding environment because I would have recalled what the code does but waiting until it was finished some lines I had to search up to recall what it does.

The structure of the website could have been improved drastically in to the project, because I was just completing what I wanted or felt like on that date, but near the end of the deadline I started to do mini-deadlines for each day meaning I can't go home until the task has been completed. If this was done from the beginning of the project I believe it would have been smoother and a lot less headache in the long run. So in future projects, if it is with my master's project, the personal project at home or at a job this will be the way I will be structuring my project from now one.

The features that have been missed out of the final product, are features that were planned to allow the users to create accounts and let them use the features, while unregistered users can't use the features like the store, comment sections on pages and the contact form. These features were planned to be locked until the users logged in to the website. Even though the accounting system was not finished in time because of the time constraints and the later start of the coding the database for the accounts could not be done in time. So the features that were locked had to be changed so anyone can comment but the comment needs to be approved by me to be displayed on

the page, then the contact form can be used by anyone on the site and the online store had to be changed to a singular store meaning the admin sells the items and the users buy, but maybe in the future or if I controlled the time management correctly the users could upload their own items for sale allowing the store to be more in-depth.

Another reason the database could not be done in time because I thought the coding environment Atom could not support a database, so switching to visual studio would make me weeks to months behind on the work, then the last week of the project I found out that Atom can work in MySQL and support a database. So maybe more research into the software that will be used will benefit the final outcome and have all the answers before I start coding so very serious issues don't arise.

Another thing that can be done to improve my work is to ask for help when I'm stuck instead of playing it off like nothing is wrong and wasting time trying to fix an issue when it could be fixed in minutes if I ask the tutors, friends or other students for help.

So to condense all the main criticisms into one paragraph is to research the code needed, make sure I chose the correct coding environment for the project and its goals, give myself mini-deadlines for each day and don't give up on the task for that deadline have been completed. Comment all the code as the project progresses on the software so less likely to forget what the code does to the site. Another thing is to make sure the website is developed with the responsive code at the same time so the finished product will not miss out on features that were promised. Then finally ask for help when I'm stuck at a problem. If I did all of these during this project I believe the finished product would be at much a higher standard and level.

9 Conclusion

To conclude this report, it is possible to create a website with very limited knowledge of HTML5 and CSS3, within the timescale of 15 weeks. It could have been a higher quality of work if the coding started earlier which would give more time for problem-solving like the mobile responsive code, which should have been developed with the website and not at the end which could lose overall marks and the database for an account system. But it won't be a very good website unless the developer is learning outside of project time, the more time for learning the code the better the website will be at the end of the project deadline.

10 Project Activity Logs

Week 1

22/01/18 – 28/01/18

Started my main project proposal

Week 2

29/01/18 – 4/02/18

Finished and submitted project proposal

Week 3

5/02/18 – 11/02/18

Started my Project Progress Poster Review

Week 4

12/02/18 – 18/02/18

Finished project progress poster review

Week 5

19/02/18 – 25/02/18

Presented the progress poster review and carried on with project report.

Week 6

26/02/18 – 4/03/18

Started to research the code needed for the more demanding tasks and started to fill in the project report making sure I have the correct headings, and they are in the correct area.

Week 7

5/03/18 – 11/03/18

Started to do the low definition designs and add them to the report with descriptions.

Week 8

12/03/18 – 18/03/18

Completed the content map, log, colour scheme and mood board in the report

Week 9

19/03/18 – 25/03/18

Start the beginning of the report statement of purpose, project objectives, project scope, goals and constraints and boundaries and begin the coding for the website.

Week 10 (Easter break)

26/03/18 – 1/04/18

No work during this week.

Week 11 (Easter break)

2/04/18 – 8/04/18

Done more coding, which is the simple webpages

Week 12 (Easter BREAK)

9/04/18 – 15/04/18

Done the contact form, did some of the comment sections and started the web store. Finished the high definition and the UML design and UML classes.

Week 13

16/04/18 – 22/04/18

Done more work on the implementation of the report, more coding like image sliders, videos etc.

Week 14

23/04/18 – 29/04/18

Website finished, might touch it up a bit during the week, now finishing off the report.

Week 15 (hand in week)

30/04/18 – 2/05/18

Finishing of the evaluation for the deadline on 02/05/18.

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12 Appendix

13 Project Proposal

13.1 Introduction

This report is an extended version of the computing project that was handed in before the second semester. This report will include the following, the working title, project description, rationale for project choice, background research so far, areas for investigation, background research, literature review and references, methodology, proposed project artefact/ product then software and hardware requirements.

13.2 Working Title

The title I have decided to go for this project is "Ancient Egyptian Gods and their roles". This is to see if I can build a fully working website with basic knowledge of coding in HTML5 and CSS3.

13.3 Simple Outline Description / research Question

I still have not decided to be 100% on this idea but most likely will go with it as it gives me a challenge, which I hope will improve my skills and help me for getting my master's degree. The project will be about ancient Egyptian gods, goddesses, pharaohs and will have a store to purchase, keyrings, posters, books and antiques from the ancient times. The ribbons headings which are Home, Gods, Goddesses, Famous Pharaohs, Store and About Us, they will all have a drop down bar except home with selections to which god, goddesses, Pharaohs or store options they would like to navigate too. Or the user can click the heading and a page with all options are laid out in front of them with images, to show the design of their choice. They will be social media and other links on the home page then when the user goes to different pages that space will have an Image of the god in its place. The website will be responsive so it can be used on all devices. The reason for picking this subject is because I am very interested in Ancient Egyptian mythology and would like all information to be in one place instead of moving from one website to another to read about the myths and tales of the ancient civilizations. I would like to have an accounts system for users to comment on the pages, and will be able to save information like bank or PayPal for the store section of the website, this is for ease of use when making a purchase. This website will focus on the problem of having all the data in different places of the internet this will bring it all together and even have a store for users to sell products related to the subject so the users don't have to go look across the internet to find what they need.

13.4 Rationale for project choice

Ever since a young age I have had an obsession of ancient Egypt including their gods and way of life. I have watched pretty much every documentary and read up on the subject matter for quite a number of years. I feel there are no websites that bring all things I look for when searching for information, for example some websites, have long descriptions and some have short others have different information, I just want to bring all that to one place for the user, which an e-commerce page selling things to do with the subject. I am looking to go into coding as an employment path.

13.5 Areas for Investigation

My investigations have found out what is needed in order to complete my project, the first and most important is to improve my coding level in HTML5 and CSS3. The next area is to collect all the information on the gods, goddesses, pharaohs, this will include their creation, role, story and image of the subject. Next is to ensure the information is correct by cross-checking the information with other websites, books and other sources. The next bit is to gather the product details and images for

the online shore. The next bit will be to gather the references that was used to complete all of this. I will also need to make up the account data for the account section which will include name, user name, password, age, email, PayPal and or bank details. So altogether I will need to complete several goals in order to finish the website to the best of my ability.

13.6 Background research

The research will I will be doing is finding the most important Gods, Goddesses and Pharaohs, I will need to read up on the importance of the deities' information about them.

The process that I will be using is HTML5 and CSS3, the reason for this is to improve my skills as HTML and CSS is the only coding I feel comfortable using for such a short project. They could have been others that could be used like JavaScript but I know next to nothing about JavaScript.

The technology I have decided to use is a coding software called Atom, I have found this software to be more friendly to me as a basic understanding of coding, they could have been others I could have used like visual studio, and the reason for not using visual studio is a bad experience from previous modules.

13.7 Literature Review

My primary source of knowledge will be from The Complete Gods and Goddesses of Ancient Egypt (1). This is a guide to the deities that lay at the heart of Ancient Egyptian religion and society. It examines the evolution, worship and eventual decline of a huge pantheon, from minor figures such as Bas, Babi, Ba-Pef and Taweret to the all-powerful Osiris, Amun, Hathor, Isis and Re.

The next book that will be used is the Pharaohs of Ancient Egypt (2), it talks about the long ago, and a great civilization thrived along the banks of the Nile River. Ruled by awesome god-kings called Pharaohs, Egypt was a land of bustling cities, golden palaces, and huge stone monuments. Its people were fun-loving, its nobles elegant, and its gods the most powerful in the world. This astonishing civilization endured for more than 3,000 years before it gradually vanished from the face of the earth, its cities crumbling to dust.

The last book that will be a source of knowledge is Beginning HTML5 and Css3; The Web Evolved (Expert's Voice in Web development) (7)

The next bit is the information I will gather from some academic journal, the first one is called Hathor and Isis in Byblos in the second and first millennia BCE (3).

This bit will have the information used on a website the first one is ancietnegypt (4) this will ha most of the information that is needed to start a page of but need to go else were to find the rest. The next website is discovering Egypt (5) this website will have more information than the last but still might have to search elsewhere for more. The next website is ancient Egypt online (6).

All these resource will help even If it is only a little but they will be more as these are just a couple of the most important ones.

13.8 Methodology

This project will have two methodologies Waterfall and Agile. The reason for using agile is to be used for the solution for the disadvantages of the waterfall methodology. Waterfall is a singular method so once one section has been completed the developer cannot go back and change it, or change the idea once it has been developed, but agile will over power that and allow the developer to go back and change any part of the process. For example, if a section of my website has been completed and I have moved to the next section if I was only using waterfall I would not be allowed to go back and

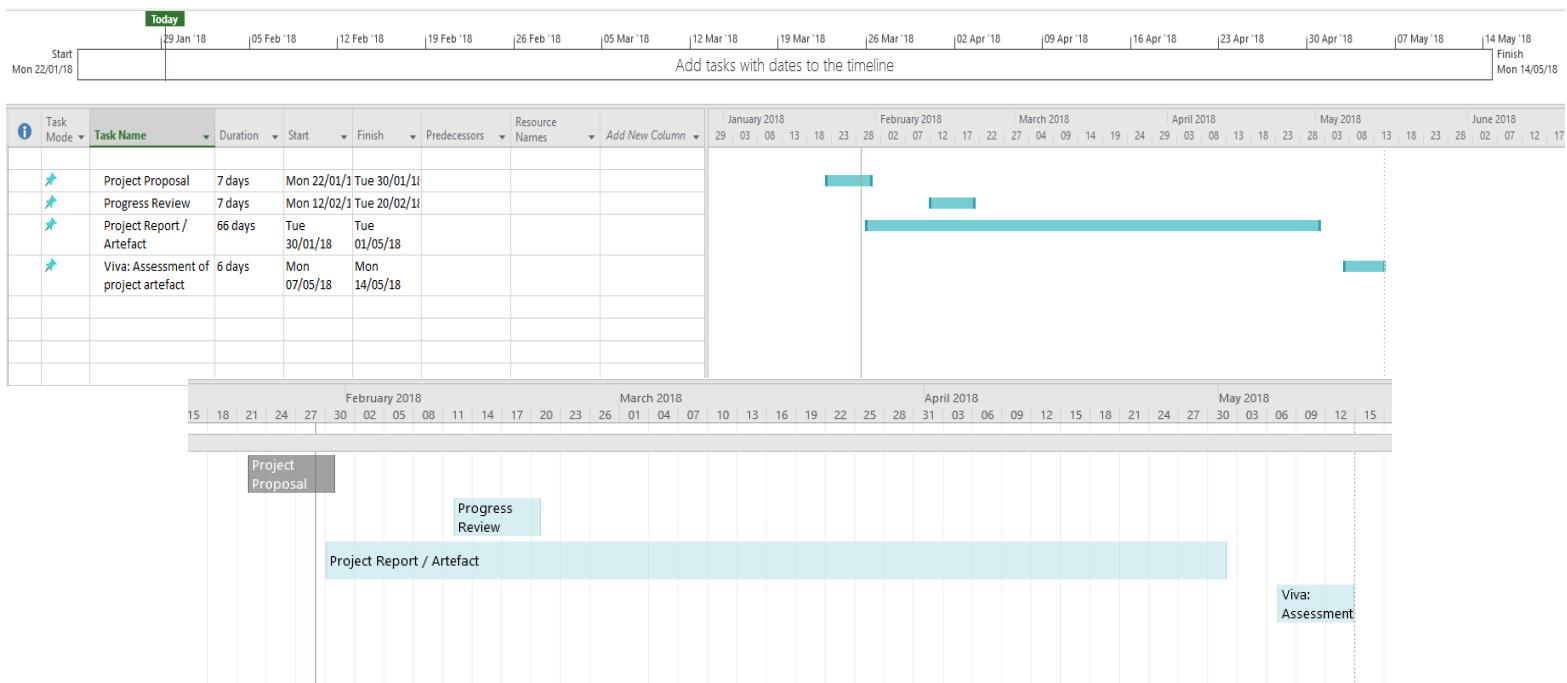
change code, date, structure etc but because I am also using agile this will allow me to go back and change these for a better product without scraping h project and starting again. Agile is more user friendly after the product has been compete meaning it can be changed in the future for more expansion.

13.9 Research Ethics

There will be a couple of research ethics used for this project one will be to cite the data that is used on the website correctly, by giving the original owner all the credit. Then the next one is DPA the data protection Act will be used for the gathering of the personal data for the store section of the website as it will keep very sensitive data stored there, but as this will not store real people's data it will not breach the DPA if displayed.

13.10 Project Plan

The project plan for this project will be displayed below. These are the main deadlines in which they need to be done but will have smaller deadlines for the certain tasks in each task, they are not shown below as they have not been set in stone yet.



13.11 Project Deliverables

The project is to show on how quick my skills grow in HTML5 and CSS3, and if I can create a website in the time frame of 66 days and working to the best of my abilities, I understand parts of the website will be tricky and hard to pass but hopefully I can improve my skills in hoping to work in the coding jobs in the future. This is to see if I can do this when I set myself deadline and goals to learn in a short period of time. At the end of the project I would like to have informative information on the website have all the webpages work correctly, implement a store so the users and owner can sell items relating to the topic on the website, I would also like to have an account system so people can comment on the webpages to have a dialog on the subject.