GRIFFITH COLLEGE DUBLIN

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Student number:	**3050229,3046969, 3042331**
Faculty:	**Computing Science**
Course:	**BSC** **Stage/year:** **1**
Subject:	**Operation System and Design**
Study Mode:	Full time **X** Part-time
Lecturer Name:	**Olivia Fortune**
Assignment Title:	**Group Project: Build A Website**
No. of pages:	**16**
Disk included?	Yes No **x**
Additional Information:	(ie. number of pieces submitted, size of assignment, A2, A3 etc)
Date due:	**23/05/2021**
Date submitted:	**23/05/2021**

Description of site design:

MG Trailers is a website for, as the name suggests, showcasing trailers (and descriptions) for upcoming movies and games. Since the site's primary audience is people who enjoy both types of media, every page (except for contact us) contains both movies and games for a given genre, the only exception being the main page, which lists the top 3 media for each genre.

The background on every page is the same, a gradient between blue and purple. The reason we chose those colors, being completely honest, was because they looked great. However, we chose to combine them in a gradient to signify how our website tries to combine two things that are intrinsically different, but also share similarities, and make a hub for people who happen to like both.

The first thing the user sees when entering the website is a Fullscreen slideshow containing a mix of the recently released, highly anticipated

movies/games. They can also see our logo (designed by Umar), that follows them around on the website along with the navbar.
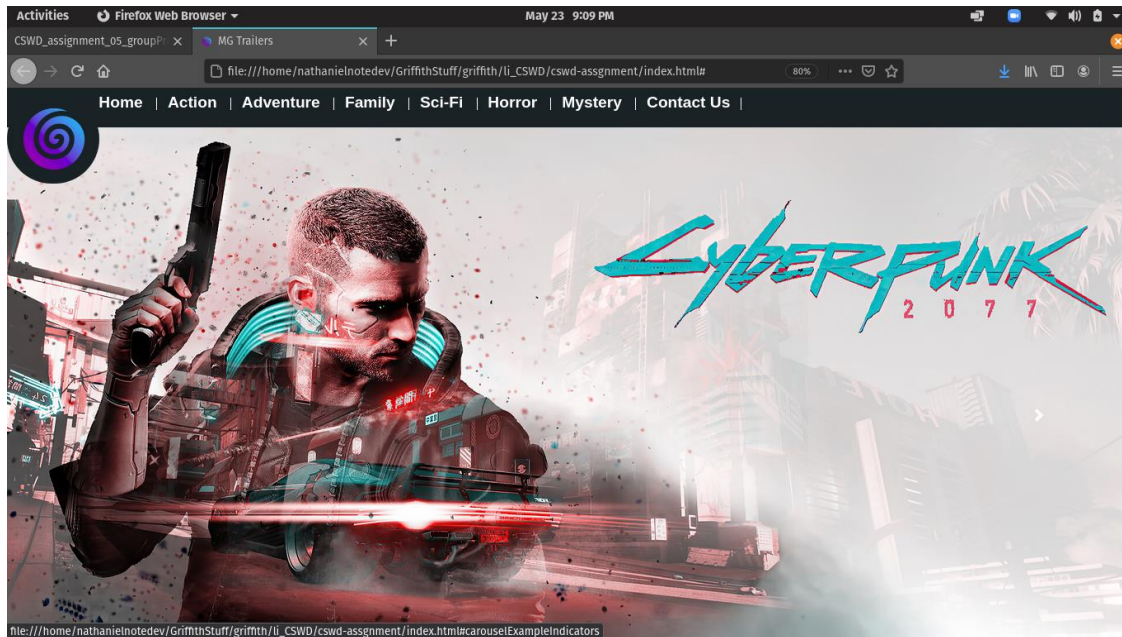

First thing the user sees.

When they scroll down, they will see an array of movies and games, they can also click on each of the movie/game posters to see more information, this will activate the overlay, which will show the description and trailer for each movie/game. Some descriptions and trailers are, unfortunately, not available as of yet.
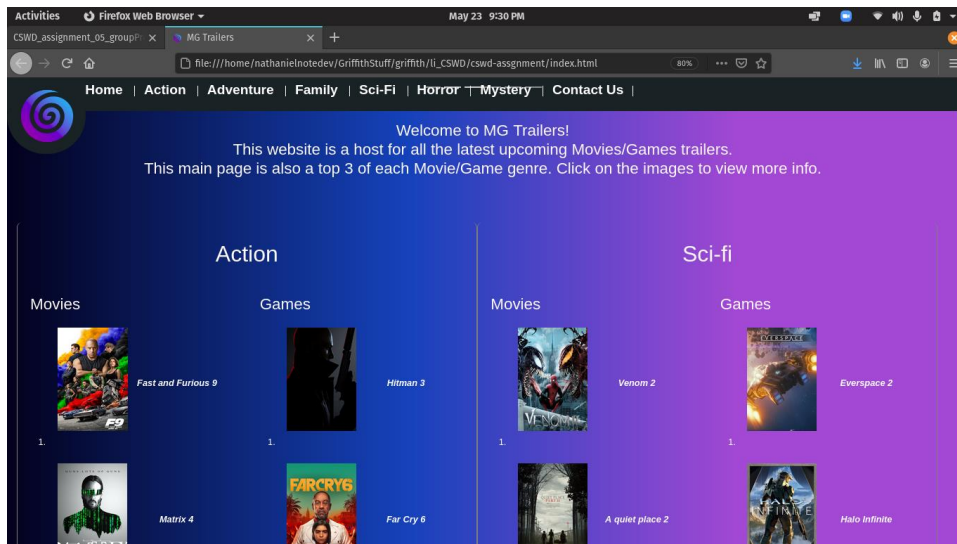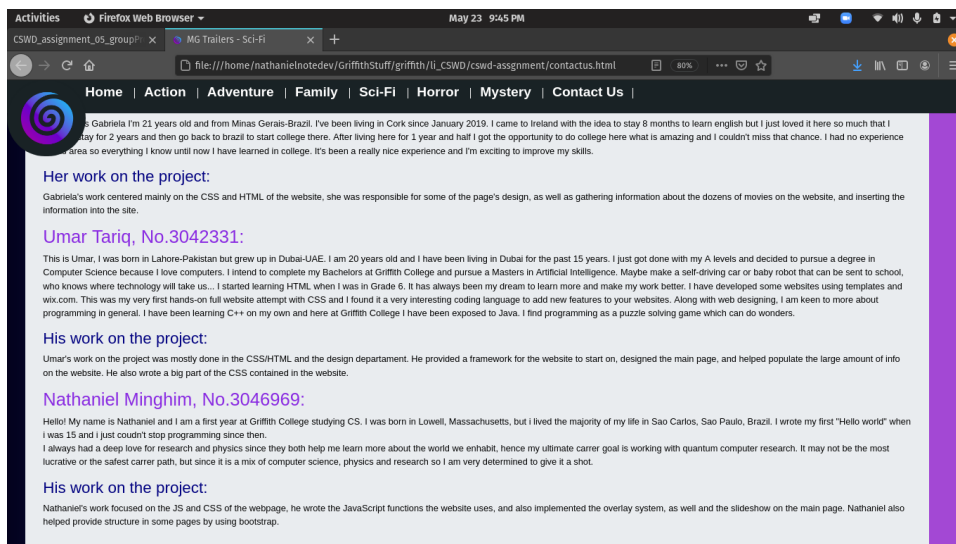
What the user sees when they scroll down.

Further navigation of the website can be done using the navbar, the navbar follows the user so it's never out of their view. We did this because it can be quite frustrating to constantly have to search for a way to progress through a website, so that fixes the problem.

On the navbar the user has a choice of 6 genres to browse through: Action, Adventure, Family, Sci-fi, Horror and mystery. If the user chooses to click on any of them, he/she will be met with a selection of 10 movies and 10 games from the genre of their choosing. The layout for each page is the same, with only the content changing. The layout is the same on each genre's page to provide ease of navigation for a user that is browsing through each of them.
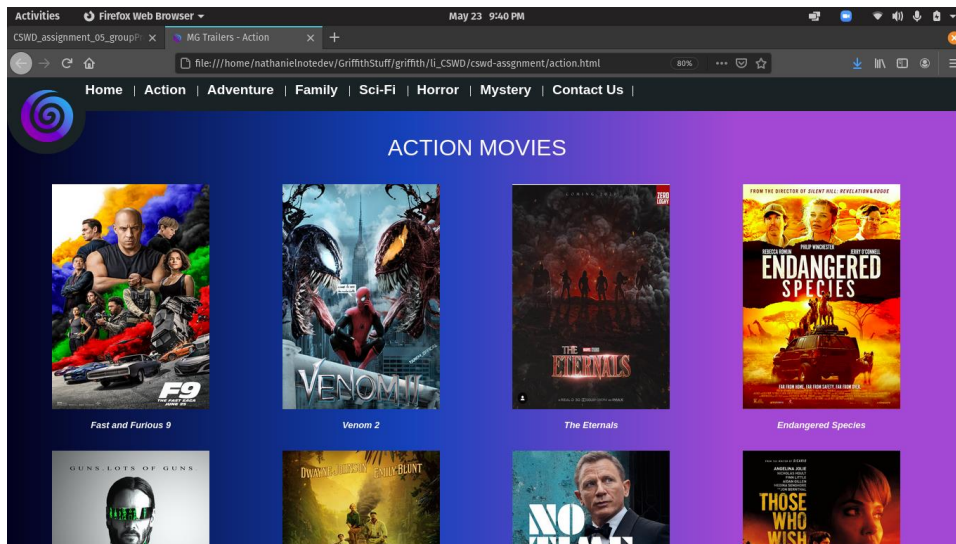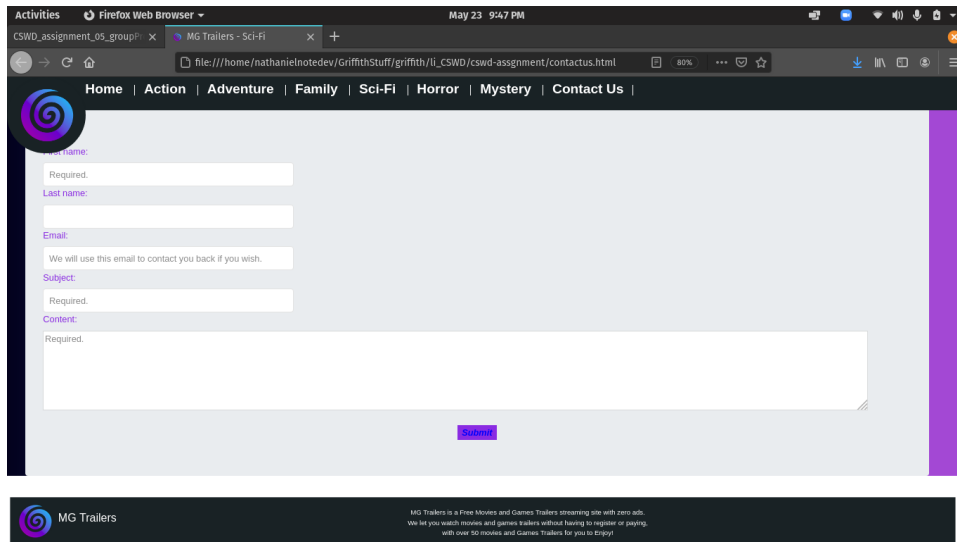
The layout stays consistent in each of the genre's pages, however the content, as expected, changes.

Last but not least, we have the contact us page, which also doubles as an "about us" page as well. Upon entering the user will visualize the name of all the developers, along with their student number, short description and what part of the project they were responsible for.

The headings of each paragraph are colored along with the website's background and logo.

When they scroll down, they will have access to a form that they can use to contact us, they can even input their email address so they may hear a response.
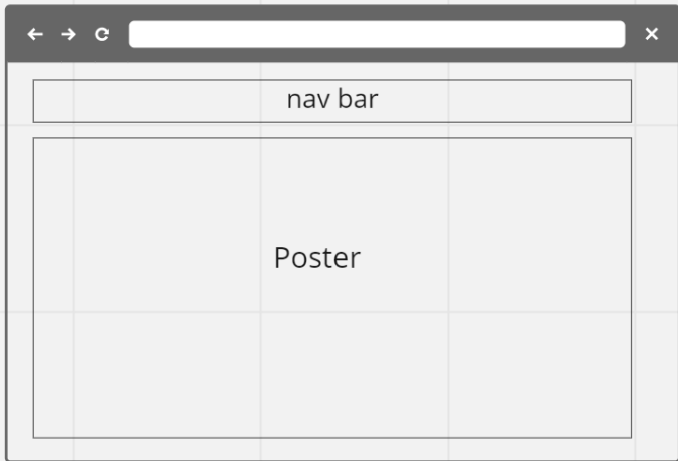

When they click submit, the form checks to see if every required field has been filled, if it has been, it prints out a sample of what information will be sent via the form.
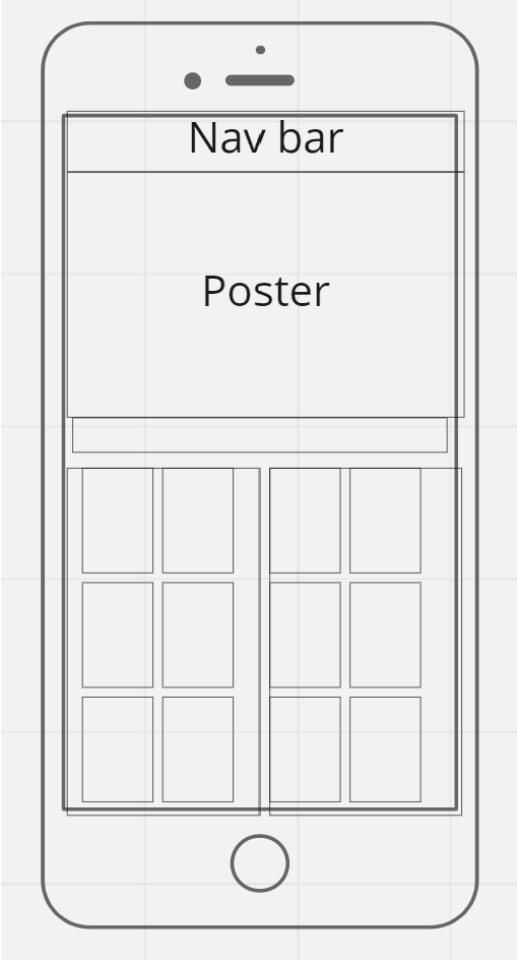
Wireframe:

nav bar

Poster

nav bar

Action/Family/Mistery/Adventure/Horror/Sci-fi Movies

Action/Family/Mistery/Adventure/Horror/Sci-fi Games

Phone Wireframe:

Nav bar

Poster

Nav bar

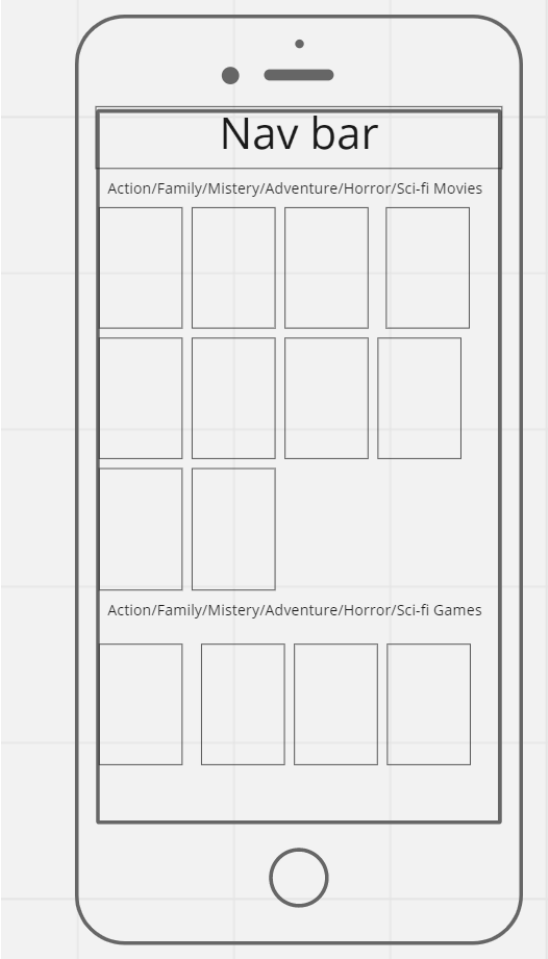Action/Family/Mistery/Adventure/Horror/Sci-fi Movies
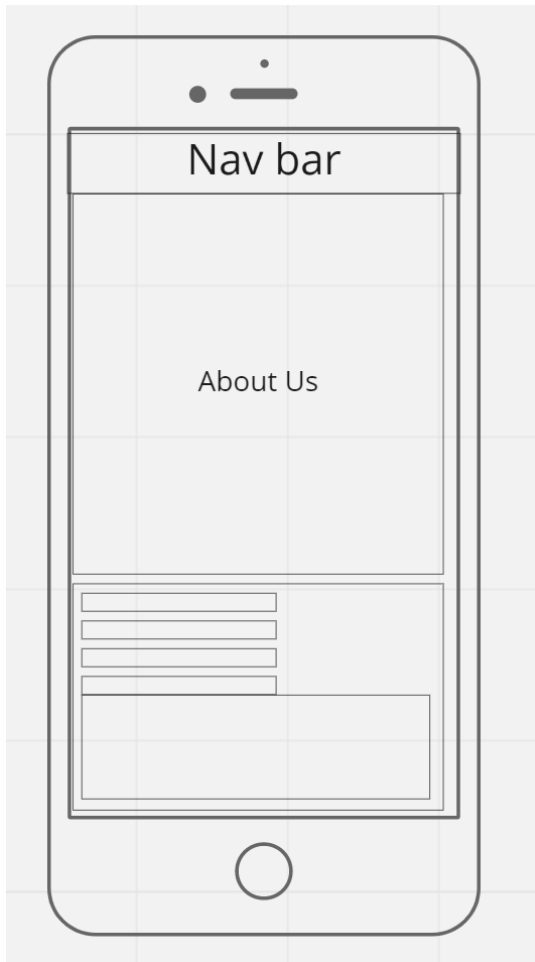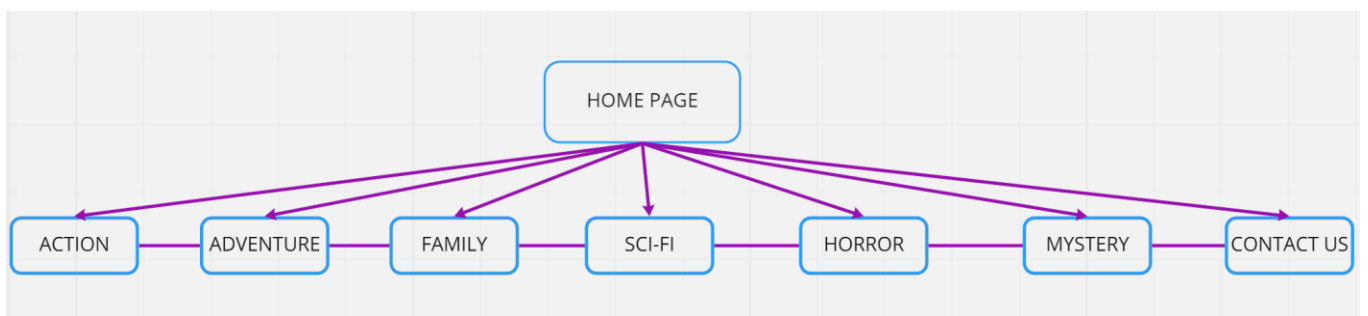
Action/Family/Mistery/Adventure/Horror/Sci-fi Games
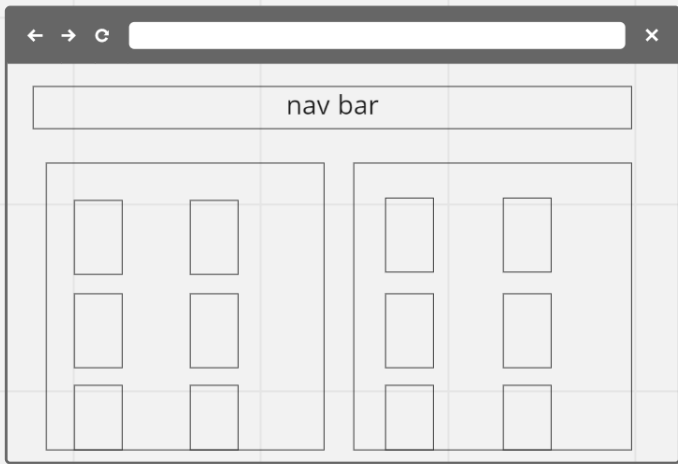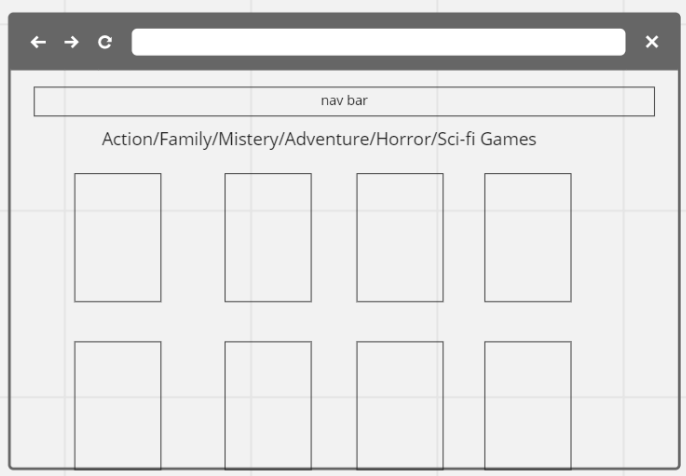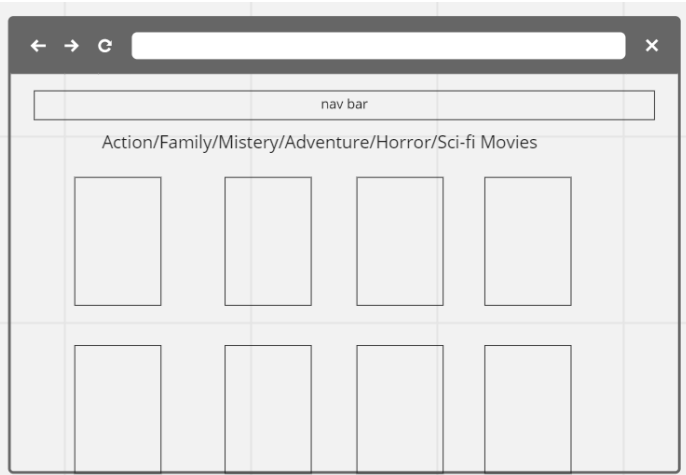
Website map diagram:

Review: Overall, we feel like we had a good time partaking in this project. However, we can't deny that we had big periods of frustation.

We ended learning a lot on how to use git lab ("which was our method of choice for sharing the project's files"). We also, as expected, learned a lot about HTML/CSS/JS and Bootstrap, we mostly used what we learnt from the CSWD lecture, but we also had to research quite a few things on our own.

One of the things that most stood out was how much planning was important. When working alone, you can take things at your own pace, and outside of major features you don't really need to have a mental image of the finished project in your mind. However, when working in a group, that changes completely, since now we must make sure that everyone is in the same page and has the same vision about how the project will look in the end.

We mainly used Miro and a Kanban board to plan our steps. The Kanban board was littered with tasks that each of us needed to do in each passing week.
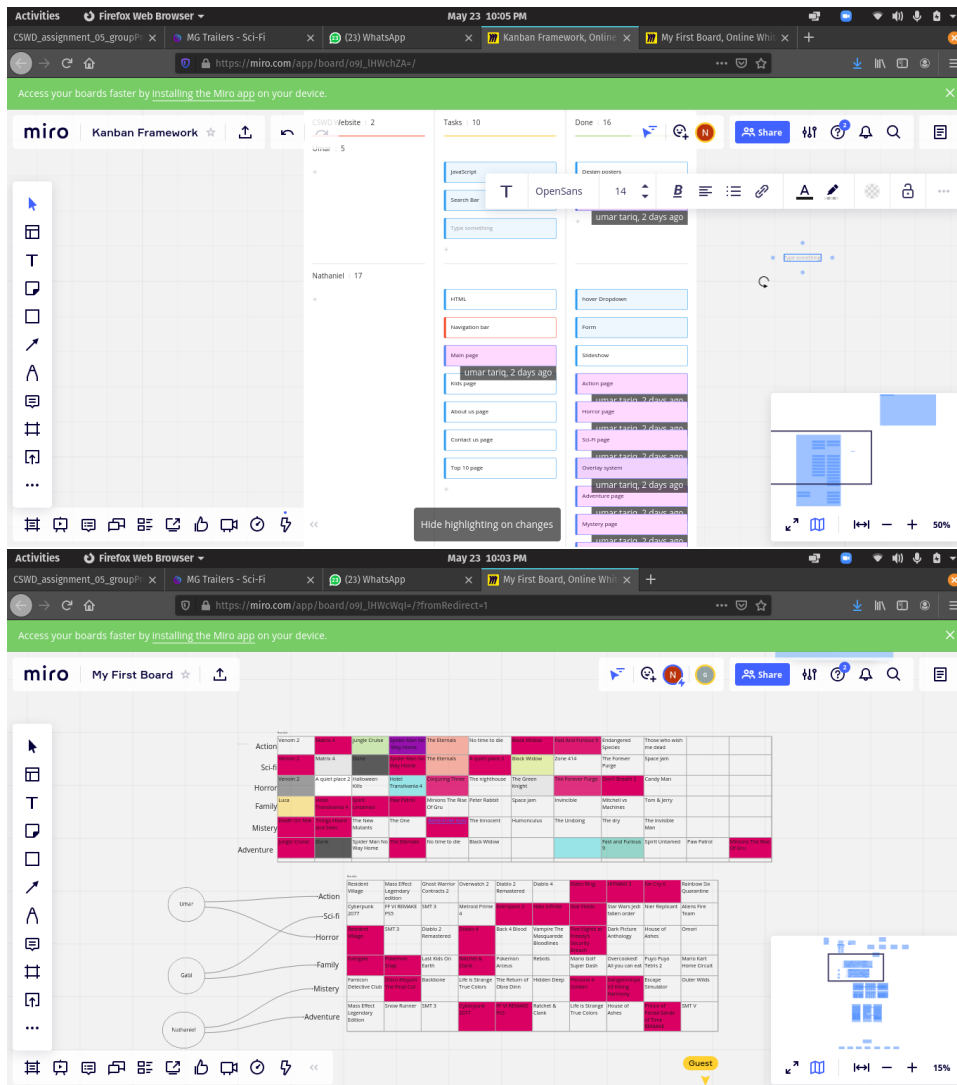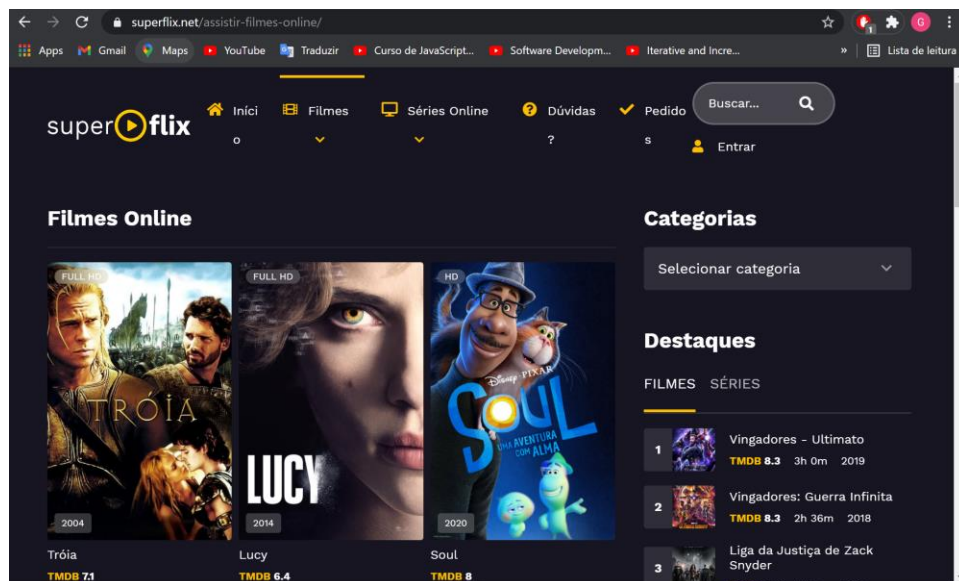
Screenshots showing how we used Miro for organizing what task each person had to do.

Our progress was done with weekly sprints, we would meet at the end of each week to work on the stuff that needed to be done in a group. (Like choosing the background/logo/layout), and the rest of the work we did on our own and merged it using git.
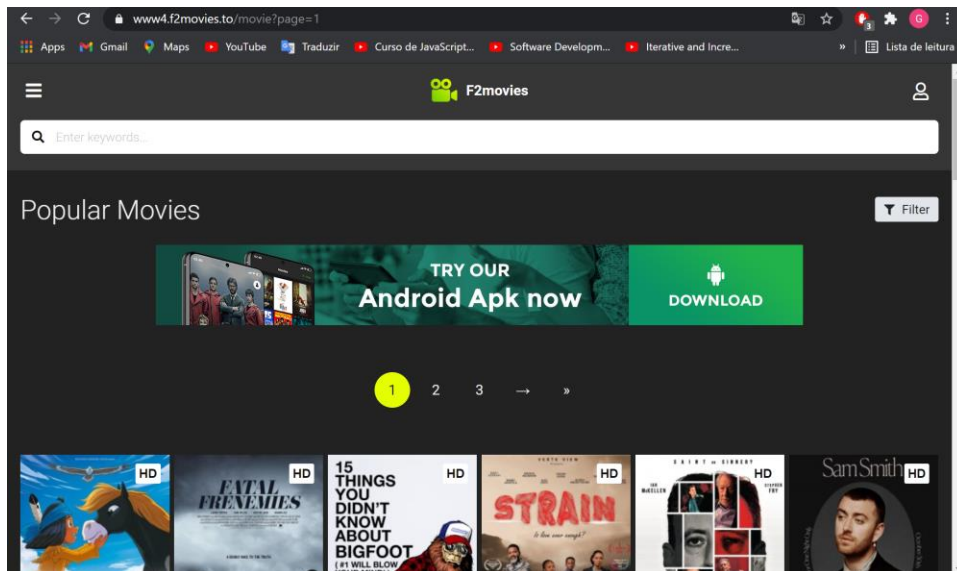
Research:

We used superflix as an inspiration for the position of the logo e nav bar and also for the overlay and description after clicking on the movie.

We used f2movies as an inspiration for the posters and how to organize it.