

## Module 2 (Part B) – Prototype Website Creation Portion

For this portion of the assignment, you are expected to create a prototype website using Axure. The website will rely on the skills you learned in the tutorials as well as a bit of your own innovation.

The website needs to consist of five (5) web pages. None of the pages have to look exactly like the example application; however, they must provide the core functionality. An example of the five pages is in the figure below:



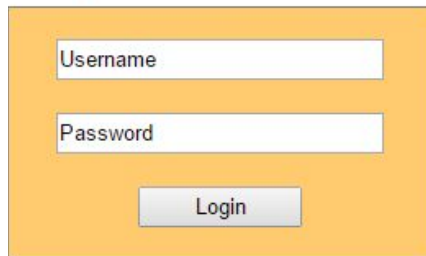
Your website will be graded based on the criteria at the end of this document.

### Login Page

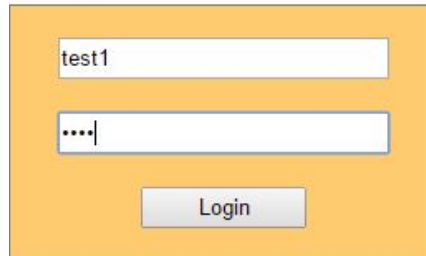
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This will be the entry page. None of the other pages will be accessible until the user has logged in. The login must allow at least the following users test1, test2, and test3 all of which will have the password test. The login does not need to worry about the upper case or lower case.

#### Login

A login form with a yellow background. It contains two text input fields: 'Username' and 'Password'. Below the fields is a 'Login' button.

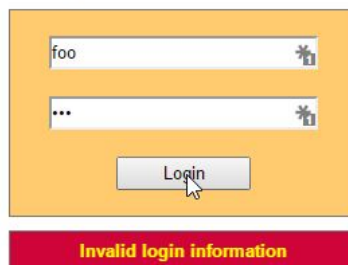
#### Login

A login form with a yellow background. The 'Username' field contains the text 'test1'. The 'Password' field contains four dots '....'. Below the fields is a 'Login' button.

The text fields will need a hint for each box. When the login button is clicked the user will be taken to the Photos page.

If the user enters an invalid login an error message will display notifying the user.

#### Login

A login form with a yellow background. The 'Username' field contains the text 'foo'. The 'Password' field contains three dots '...'. Below the fields is a 'Login' button. At the bottom of the form, there is a red banner with the text 'Invalid login information' in yellow.

## Master Navigation

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Every page other than the login page must have master navigation. The navigation should appear in the same location on each page. It should have a format similar to the one used on the demo site, but it does not have to be the exact same. However, it does need to rely on buttons and the appropriate events and actions. Please note that the site map that is created automatically does not meet this requirement.

## Photos Page

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The photos page will use a dynamic panel to display different images. This page can use the images from the demo site or any other tasteful images. The page should load an initial picture and then change the picture when any of the thumbnail images are clicked.



## Profile Page

The profile page is just a page where it will allow the user to enter name and address and then click the save button. It does not need to do anything with the data just allow it to be entered. The page should use a state drop down the list and it should be populated the abbreviated name of the states. Several lists of abbreviations come up after a Google search. See the example below.

Photos

Profile

Ramblings

Calculator

Logout

test1

### Enter Information

Name

Address

City

AL ▼

Zip

Save

## Ramblings Page

The ramblings page will have an article or blog look to it. It must include at least 2 postings. The format of the postings should be similar. See the example below.

Photos

Profile

Ramblings

Calculator

Logout

test1

### Ramblings

Computer Beats Go Champion

Posted by samzenpus on Wednesday January 27, 2016 @7:05PM

Go (weiqi), the ancient Chinese board game, has long been held up as one of the more difficult, unconquered challenges facing AI scientists... until now. Google DeepMind researchers, led by David Silver and Demis Hassabis, developed a new algorithm called AlphaGo, enabling the computer to soundly defeat European Go champion Fan Hui in back-to-back games, five to zero. Played on a 19x19 board, Go players have more than 300 possible moves per turn to consider, creating a huge number of potential scenarios and a tremendous computational challenge. All is not lost for humanity yet: DeepMind is scheduled to face off in March with Lee Sedol, considered one of the best Go players in recent history, in a match compared to the Kasparov-Deep Blue duels of previous decades.

Creator of Minecraft Develops Experimental VR Project

Posted by samzenpus on Wednesday January 27, 2016 @6:02PM

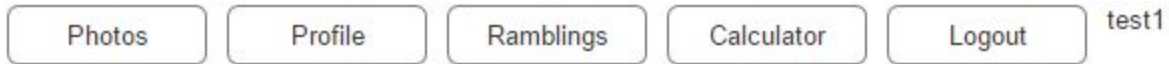
Despite his on-again off-again relationship with VR headset maker Oculus, the creator of Minecraft, Markus "Notch" Persson, has developed an experimental virtual reality project that leverages WebVR technology to run directly within a browser using a Rift DK2 headset. Notch contributed \$10,000 to Oculus' 2012 Kickstarter, and even traveled from Europe to visit the company in its early days. After Facebook's \$2 billion acquisition of Oculus in 2014, his enthusiasm dwindled, saying "I definitely want to be a part of VR, but I will not work with Facebook." One month before selling his own company to Microsoft for a similar sum, he said he was "officially over being upset about Facebook buying Oculus."

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## Calculator Page

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The calculator page just displays a simple calculator. The numbers and operations need to be buttons and it needs a text field. However, it does not need to actually work.



## Grading Rubric

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### Login Page

Description	Data	Expected Result	Pass/Fail
User tries to click on Photos from the site list		The login page is displayed (maybe after a quick flicker)	
The user enters an invalid username and password	foo/bar	An error message appears	
The user enters a valid username and password	test1/test	The user is taken to the Photo page	
		Entered username is displayed on top right of the screen	
User clicks logout		The user is taken to the login screen	
The text fields will need a hint for each box.		The text fields disappear on click	

## Master

Description	Data	Expected Result	Pass/Fail
Navigate to photos, profile, ramblings, calculator		The same navigation and username appears on each page and in the same location	
The Photos button is clicked		The photos page is loaded	
The profile button is clicked		The profile page is loaded	
The ramblings button is clicked		The ramblings page is loaded	
The calculator button is clicked		The calculator page is loaded	

## Photo Page

Description	Data	Expected Result	Pass/Fail
The photos page is loaded		The first image is loaded by default	
User clicks on the 1st thumbnail		A larger version of the image is displayed	
User clicks on the 2nd thumbnail		A larger version of the image is displayed	
User clicks on the 3rd thumbnail		A larger version of the image is displayed	

## Profile Page

Description	Data	Expected Result	Pass/Fail
The profile page is loaded		The page has all the name and address fields	
		All the fields are aligned and laid out in a logical way	
		The text is easy to read	
		Dropdown works	
The save button is clicked		Option 1: nothing happens	
		Option 2: fields are cleared	
		Option 3: fields are cleared and entered data displayed	

## Ramblings Page

Description	Data	Expected Result	Pass/Fail
The ramblings page is loaded		The page has at least 2 entries	
		The entries are aligned with one another	
		The text is easy to read	
		The text on the page is readable	

## Calculator Page

Description	Data	Expected Result	Pass/Fail
The calculator page is loaded		The page displays a calculator with buttons for numbers, operations, and clear	
		All the buttons are aligned with a clean layout	
		All the text is easy to read	

## Notes

Here are some additional step-by-step instructions that might help:

<http://www.axure.com/learn/basic/interactions/show-hidden-widget-tutorial>

<http://www.axure.com/ecommerce-tutorial>