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| --- | --- |
| **Project Case** |  |
| COMP6176  Human and Computer Interaction |
| **Computer Science** | **E202-COMP6176-JX03-00** |
| ***Valid on*** *Even Semester Year 2019/2020* | **Revision 00** |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + 1. Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from other groups*

* + 1. Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + 1. Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + 1. Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + 1. Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + 1. Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Jangan lupa untuk melihat kriteria penilaian proyek yang ditempel di papan pengumuman, atau tanya asisten anda.

*Don’t forget to look at the project assessment criteria that posted on the announcement board, or ask your teaching assistant.*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| 40% | 60% | - |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Adobe Photoshop CC 2018  Visual Studio Code  jQuery 3  Firefox / Chrome |

## Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri dan proyek untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in assignment and project collection for this subject are described as follows:*

|  |  |
| --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* |
| PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS | PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS, JS |

## Soal

*Case*

**Xtream Chaser**

**Xtream Chaser** is a name for our game which will be officially release on December 10, 2020 in Indonesia. **Xtream Chaser** is currently under development. To help this process we plan to **create a website** that provides information about **Xtream Chaser** and provides pre-register for the next beta test. We also plan to create a **logo** for the website that represents the game.

With this website existence, we hope we can improve our service towards our new player. By having some requirement, we entrust you as the web designer to design and create the game **logo** and **website**.

Our CEO Mr. X has provided you with his own requirement. He has high hope for you to finish the website quickly. The requirements of **Xtream Chaser** are described as follow:

* + - 1. We need a **logo** that represents the image of the game with **fighting** genre. Consider the **customer segment**, **shape** and **colors** when designing the **logo**. The logo will be created using **Adobe** **Photoshop CS3**, ensure no layers are **merged**.
      2. We want you to design the **blueprint** of your **homepage** first before starts the development on the HTML files. The **blueprint** will be created using **Adobe** **Photoshop CS3**. Ensure the **blueprint** that you create are the exact same with the website that you will make later. The **homepage blueprint** will contain **header**, **navigation**, **content** and **footer** as its structure.
      3. Wewant our game website provide **information** **about the game**, **the** **characters**, **lore**, **and galleries** and have feature that allow new player to **pre-register** to the game for the next beta test.
      4. Wewant you to build the website attractive, appealing and fully functioning, Mr. X wants you to create the **website using responsive** **design**. The website should be accessible by using mobile phone in a perfect way. To achieve that, use **5 kinds of CSS property** and **jQuery**. Use **Meta** **viewport** **tag** and **media** **screen** **rule** that will be applied if the screen is **below** **800px** screen.
      5. Website consists of five main pages. They are **home**, **galleries**, **characters**, **lore**, and **pre-register**. You need to create the **navigation menu** using **Drop down menu** using **CSS**. Below are the requirements for each page:
  1. **Home**

In the home page there is an **information** about the game. We also want to have **image-slider** on this page to show the **game overview**. For the **image-slider** must be created and animated **using jQuery**.

* 1. **Galleries**

Galleries page provides **images** of gameplay and events that currently happening. You can place a brief description or caption of each image and you are also free to add another component such as modals that will pop up when the image clicked.

* 1. **Characters**

The **characters page** will show **the information** andthe **image of the characters** in the game. Each character has an information that should be provided such as **background story** and **name**.

* 1. **Lore**

The **lore page** will show **the information about** **the lore** inthe game. The information that should be provided is **lore**’**s images** and **lore**’**s story**.

* 1. **Pre-Register**

This page helps user to register as new player and will be selected to participant the next beta test. Users need to submit some personal information such as **email**, **username**, **password**, **gender**, **date of birth**, **nation**, **and agreement to user terms**.You are also asked to create **5 kind of validation** using **JavaScript** and **don’t use regular expression**.

**Guidelines:**

* + - * 1. Design your website by observing the principles of **human and computer interaction**. Set up your site as creative as possible but still strive for **consistency**.
        2. The **logo** and **blueprint** (only **homepage)** must be designed using **Adobe Photoshop CS3** and make sure **no layers are merged**.
        3. Consider the **color**, **font**, **image**, **size** and **layout** that you use to design the logo and website.
        4. All **pages mentioned in the requirement** should be created **based on your template design**.
        5. Use only **external** **CSS**. **Internal** or **inline** **CSS** will not be **marked**.
        6. Use **CSS box positioning concept** to design your web structure**, do not use table for the layout.**
        7. Consider the language you use, including spelling and grammar, feel free to choose either **Bahasa** or **English**, but you cannot have both at the same time.
        8. Use **Mozilla** **Firefox 22** or above version to check design compatibility.
        9. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets** and **mobile devices**.
        10. Organize your files with subdirectories.
        11. Include references (link from a website, book) that you use in creating the website.

**Must be collected:**

1. Logo (\*.psd).
2. Web template for **homepage** (\*.psd).
3. Website (\*.html / \*.htm, \*.css, \*.js).

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
3. Include the other files that can support your project, such as:
   1. All files in your project
   2. Other files (image, audio, video, etc.) used in your project
   3. \*.DOC file (documentation of your project) that contains the reference links of additional files (image, audio, video, etc.) used in your project
4. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score

**If you do not understand, please ask your assistant!**