



Week 6

**DECO 1400/7140 Intro  
to Web Design**

University of Queensland

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Semester 1, 2022



# Design Report – Due 6 May at 1:00pm

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- Max 7 pages allowed
- Font: 12, paper Size: A4, vertical format (unless you need to have some images in horizontal format)
- Cover page, table of content (optional) and references do not count towards the total number of pages allowed
- Marking Rubric – available on BB ☺

## ■ Website Design

Design Report (20%): 6 May 2022, 1:00pm

Your task is to design an interactive website and document the design process from its conception to testing stage.

The website can be on any topic you are interested in.

The design report should be 7-page maximum, with font 12 (paper size A4). 7-page max does not include title page and references.

Include the following sections:

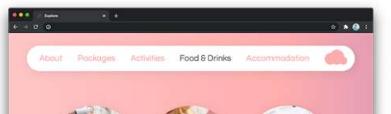
- Introduction (what is your website about, who is the target audience, why you came up with the idea etc)
- Site Map
- Low fidelity (paper sketches and wireframes)
- Interactive high fidelity prototype of your website (using a design tool introduced in Week 5 slides)
- Design decisions you have made based on Nielsen's usability heuristics
- Conclusion
- List of references (if you have any)

Please note this is an individual assessment and **must be your own, original work**. If you are using any content from the Internet, make sure you include the reference in your report. Plagiarism is considered a serious offence at UQ. Failure to declare the distinction between your work and the work of others will result in academic misconduct proceedings.

Marking rubric is available [here](#).

Referencing:

Please use APA 6th referencing style: <https://guides.library.uq.edu.au/referencing/apa6>



## DECO 1400/7140: WEB DESIGN REPORT RUBRIC

**20% of final grade**  
**Due: 6 May 2022, 1pm**



CRITERIA	FAIL	PASS	CREDIT	DISTINCTION	HIGH DISTINCTION
LOW FIDELITY PROTOTYPE  20% of total grade	Minimal or no low fidelity prototype. Insufficient explanation. The student has no or limited understanding of the underlying concepts.	Adequate level of presentation. The submission demonstrates at least a basic understanding of the low fidelity prototype concepts.	Appropriate level of presentation. The submission demonstrates a sound understanding of the low fidelity prototype concepts	Good level of presentation. The student has demonstrated a clear level of understanding of the low fidelity prototype concepts.	Excellent and insightful presentation. The student has demonstrated a high level of understanding of the low fidelity prototype concepts.
HIGH FIDELITY PROTOTYPE  20% of total grade	Minimal or no <u>high fidelity</u> prototype. Insufficient explanation. The student has no or limited understanding of the underlying concepts.	Adequate level of presentation. The submission demonstrates at least a basic understanding of the <u>high fidelity</u> prototype concepts.	Appropriate level of presentation. The submission demonstrates a sound understanding of the <u>high fidelity</u> prototype concepts	Good level of presentation. The student has demonstrated a clear level of understanding of the <u>high fidelity</u> prototype concepts.	Excellent and insightful presentation. The student has demonstrated a high level of understanding of the <u>high fidelity</u> prototype concepts.
DESIGN DECISIONS BASED ON NIELSEN'S USABILITY HEURISTICS  20% of total grade	Minimal or no design decision using the usability heuristics. Insufficient explanation. The student has no or limited understanding of the underlying concepts.	Adequate design decisions using the usability heuristics. The submission demonstrates at least a basic understanding of the underlying concepts.	Appropriate design decisions. The submission demonstrates a sound understanding of the underlying concepts	Good level of design decisions. The student has demonstrated a clear level of understanding of the underlying concepts.	Excellent and insightful design decisions using Nielsen's usability heuristics. The student has demonstrated a high level of understanding of the underlying concepts.

<p><b>SITEMAP, INTRODUCTION, CONCLUSION &amp; <i>References (optional)</i></b></p> <p>20% of total grade</p>	<p>No introduction, sitemap and/or conclusion. Limited awareness of audience or purpose of the website. Paragraphs lack development and coherence.</p>	<p>Adequate awareness of audience or purpose of the website. Basic introduction, sitemap and/or conclusions and adequate suggestions for future improvements are provided.</p>	<p>Appropriate awareness of audience or purpose of the website. Sound introduction, sitemap and conclusions and appropriate suggestions for future improvements are provided.</p>	<p>Good awareness of audience or purpose of the website. Clear introduction, sitemap and conclusions and good suggestions for future improvements are provided.</p>	<p>Excellent awareness of audience or purpose of the website. Insightful introduction, sitemap and conclusions and insightful suggestions for future improvements are provided.</p>
<p><b>PRESENTATION</b></p> <p>20% of total grade</p>	<p>Incorrect and/or ineffective language. Poor presentation of the report, and/or structure. The submission demonstrates a limited flow of concepts, and use of images/text/materials.</p>	<p>Adequate use of language, <del>structure</del> and style, with some errors. The submission demonstrates a basic flow of concepts, and use of images/text/materials.</p>	<p>Appropriate use of language, <del>structure</del> and style. The submission demonstrates a sound flow of concepts, and use of images/text/materials.</p>	<p>Good use of language, <del>structure</del> and style. The submission demonstrates a clear flow of concepts, and use of images/text/materials.</p>	<p>Excellent level of clarity in style and structure, and effective communication throughout. The submission demonstrates a coherent flow of concepts, and use of images/text/materials.</p>



# DECO 1400 Quiz

## DECO 7140 Interface evaluation

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- Both due on Friday 8th
  - The quiz will be available after the lecture and you can choose a time to do it anytime this week. Once you start, you have to finish it and you will have 20 min
  - Multiple submission is **not** allowed for the quizzes
  - Make sure you complete it before the deadline and click on the **Save and Submit** button. You can view the feedback after the due date.
- > ⚠️ Click **Submit** to complete this assessment.

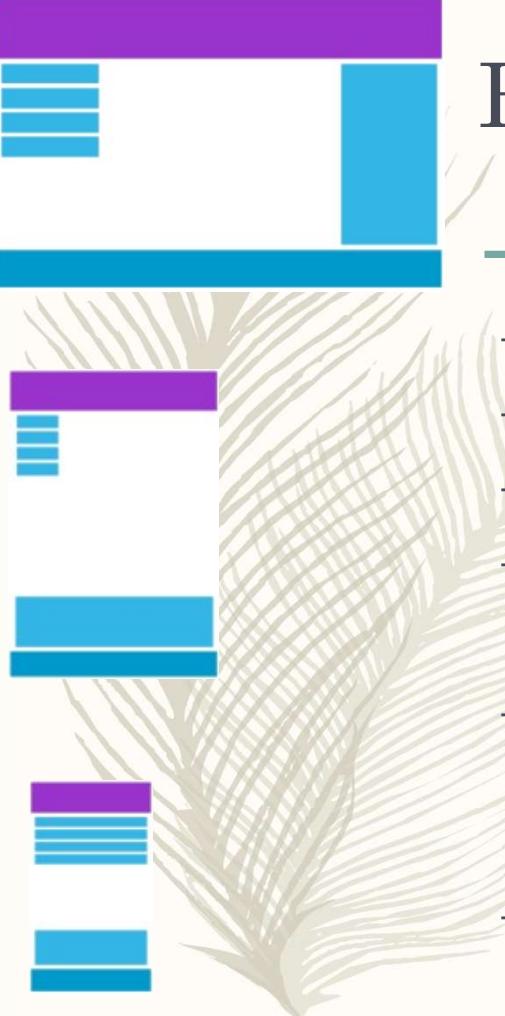
Question 10 of 10

Save and Submit
- Next week, we have a guest lecturer.

# PeerWise – top contributors as of 30 March



Rank	Username	Total Reputation score	Total Answer score	Reputation component scores		
				Question authoring	Question Answering	Question Rating
1	tianyuma	2868	614	130	701	120
2	bep1111	2518	832	64	526	161
3	cjw_29	2011	2487	41	372	110
4	joeyes	1919	528	43	318	93
5	uqying	1843	443	21	455	144
6	liamgarty	1737	88	42	287	64
7	miabroedelet	1716	640	39	374	54
8	yeoh	1614	564	15	405	130
9	pramith	1602	461	31	228	74
10	jeromer	1532	1153	46	408	27



# Responsive Web Design (RWD)

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- What is Responsive Web Design?
- Responsive web design makes your web page look good on all devices.
- Responsive web design uses only HTML and CSS.
- Responsive web design is not a program or a JavaScript.
- It is called responsive web design when you use CSS and HTML to resize, hide, shrink, enlarge, or move the content to make it look good on any screen.
- [https://www.w3schools.com/css/css\\_rwd\\_intro.asp](https://www.w3schools.com/css/css_rwd_intro.asp)

www.nike.com/au/en\_gb/

Nike NikePlus Jordan Hurley

Join/Log In To NikePlus Account Help

MEN WOMEN KIDS CUSTOMISE COLLECTIONS

Search

OUR LATEST AND GREATEST, IN YOUR INBOX. [Sign Up.](#)

JUST GO BIGGER

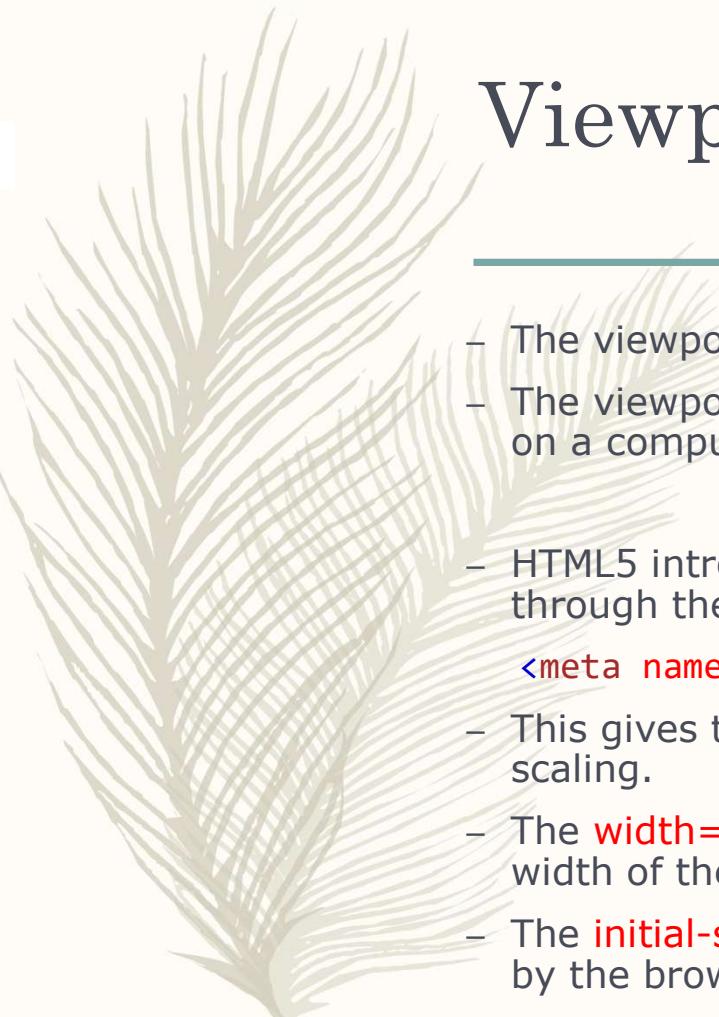
Inspired by how we thought the future would look,  
the AM720 Throwback Future brings the imagination racing forward.

SHOP NOW

SHOP KIDS'







# Viewport

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- The viewport is the user's visible area of a web page.
- The viewport varies with the device, and will be smaller on a mobile phone than on a computer screen
- HTML5 introduced a method to let web designers take control over the viewport, through the <meta> tag.  
`<meta name="viewport" content="width=device-width, initial-scale=1.0">`
- This gives the browser instructions on how to control the page's dimensions and scaling.
- The **width=device-width** part sets the width of the page to follow the screen-width of the device (which will vary depending on the device).
- The **initial-scale=1.0** part sets the initial zoom level when the page is first loaded by the browser.

●●●○ N Telenor ☰ 12.29

77 % 



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●●●○ N Telenor ☰ 12.29

77 % 



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# Grid View

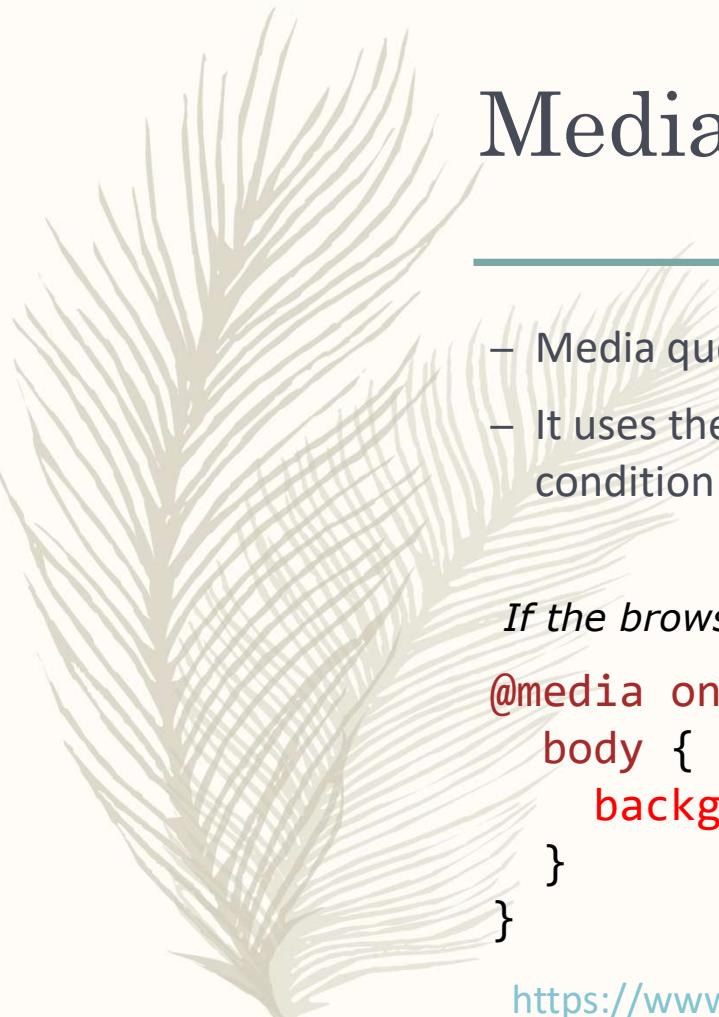
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- Using a grid-view is very helpful when designing web pages. It makes it easier to place elements on the page.
- A responsive grid-view often has 12 columns, and has a total width of 100%, and will shrink and expand as you resize the browser window.

The CSS **box-sizing** property allows us to include the padding and border in an element's total width and height.

[https://www.w3schools.com/css/tryit.asp?filename=tryresponsive\\_styles](https://www.w3schools.com/css/tryit.asp?filename=tryresponsive_styles)





# Media Queries

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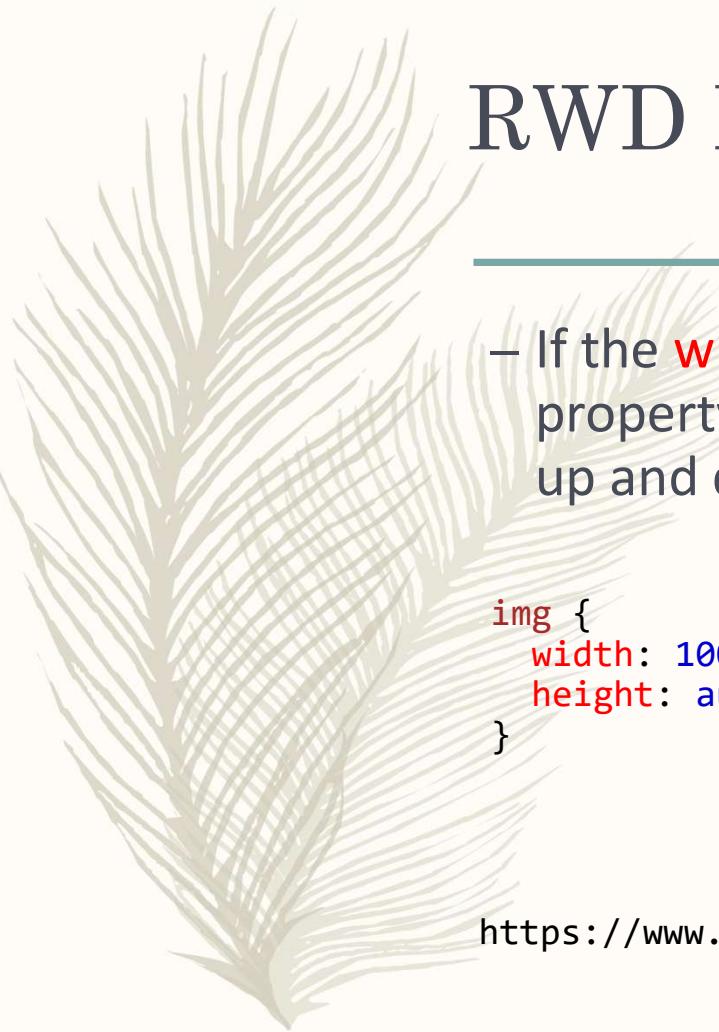
- Media query is a CSS technique introduced in CSS3.
- It uses the `@media` rule to include a block of CSS properties only if a certain condition is true.

*If the browser window is 600px or smaller, the background color will be lightblue:*

```
@media only screen and (max-width: 600px) {  
    body {  
        background-color: lightblue;  
    }  
}
```

[https://www.w3schools.com/css/tryit.asp?filename=tryresponsive\\_mediaquery](https://www.w3schools.com/css/tryit.asp?filename=tryresponsive_mediaquery)

[https://www.w3schools.com/css/tryit.asp?filename=trycss\\_mediaqueries\\_fontsize2](https://www.w3schools.com/css/tryit.asp?filename=trycss_mediaqueries_fontsize2)



# RWD Images

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- If the **width** property is set to a percentage and the **height** property is set to "auto", the image will be responsive and scale up and down:

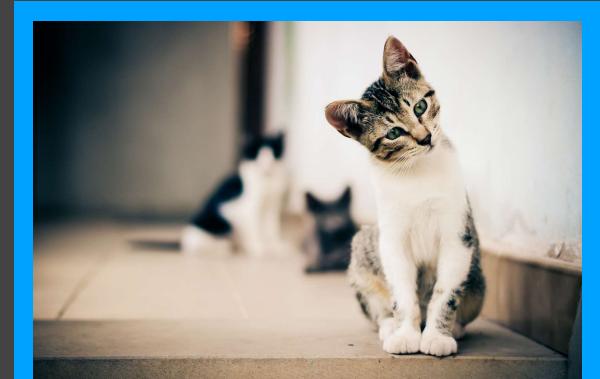
```
img {  
    width: 100%;  
    height: auto;  
}
```

[https://www.w3schools.com/css/tryit.asp?filename=tryresponsive\\_image3](https://www.w3schools.com/css/tryit.asp?filename=tryresponsive_image3)

max-width not set



max-width: 100%;

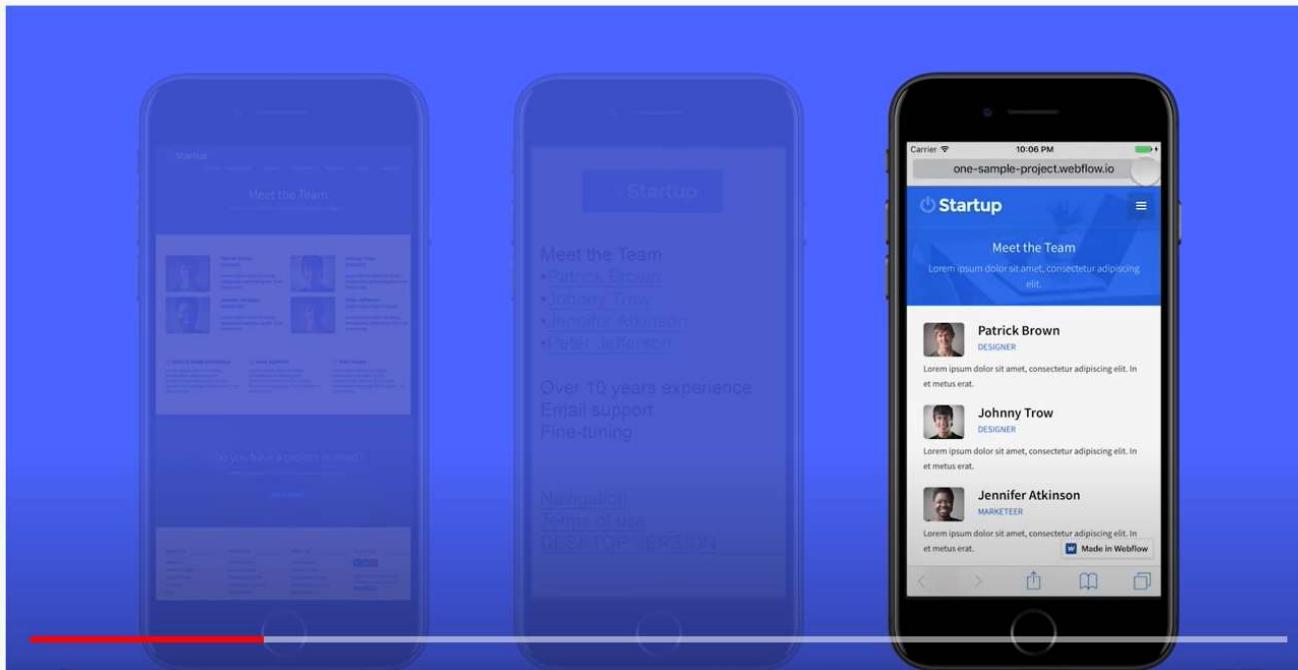


Fluid alternatives are:  
**max-width: 100%;**

# RWD - tutorial

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– <https://www.youtube.com/watch?v=bW2FZOtEOqQ>

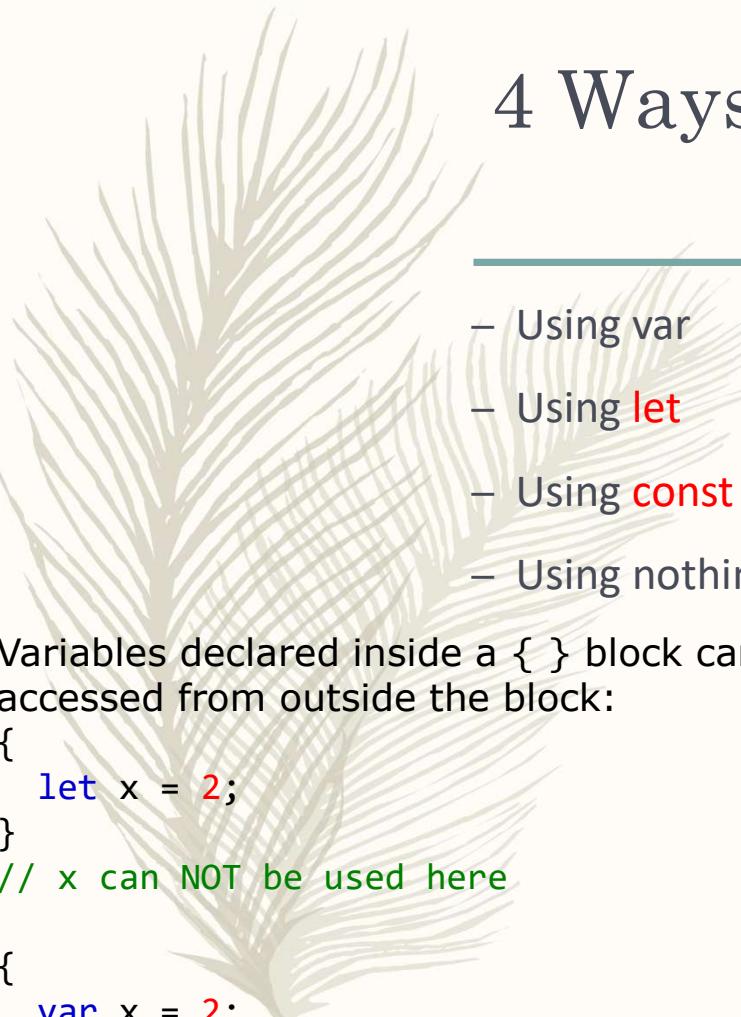




# More on JS

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- Variables, data types
  - Functions
  - Conditionals
  - Loops
  - DOM
  - External JS
- 
- <https://www.w3schools.com/js/default.asp>



# 4 Ways to Declare a JavaScript Variable:

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- Using `var`
- Using `let`
- Using `const`
- Using nothing

Variables declared inside a `{ }` block cannot be accessed from outside the block:

```
{  
  let x = 2;  
}  
// x can NOT be used here
```

```
{  
  var x = 2;  
}  
// x CAN be used here
```

Always declare JavaScript variables with `var`, `let`, or `const`.

The `let` and `const` keywords were added to JavaScript in 2015. They have Block Scope. If you think the value of the variable can change, use `let`.

If you want your code to run in older browser, you must use `var`

It's a good programming practice to declare all variables at the beginning of a script.

[https://www.w3schools.com/js/js\\_let.asp](https://www.w3schools.com/js/js_let.asp)

[https://www.w3schools.com/js/js\\_const.asp](https://www.w3schools.com/js/js_const.asp)



# Let

---

With `let`, redeclaring a variable in the same block is NOT allowed:

```
var x = 2;      // Allowed  
let x = 3;      // Not allowed
```

```
{  
let x = 2;      // Allowed  
let x = 3;      // Not allowed  
}
```

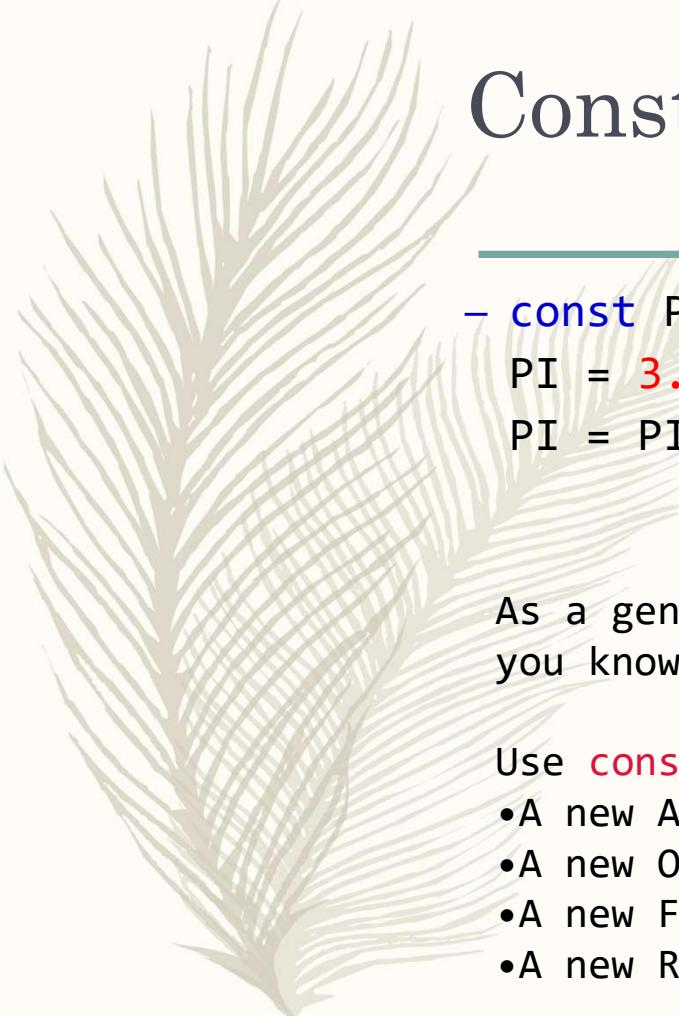
```
{  
let x = 2;      // Allowed  
var x = 3;      // Not allowed  
}
```

Redeclaring a variable with `let`, in another block, IS allowed:

```
let x = 2;      // Allowed
```

```
{  
let x = 3;      // Allowed  
}
```

```
{  
let x = 4;      // Allowed  
}
```



# Const

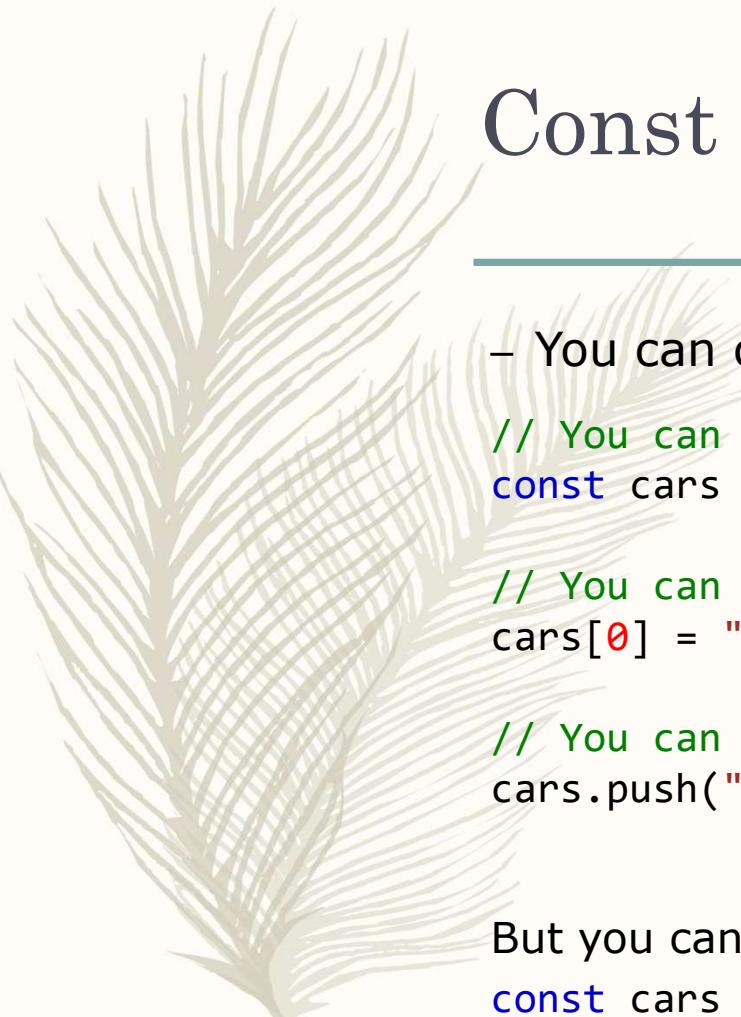
---

```
- const PI = 3.141592653589793;
PI = 3.14;      // This will give an error
PI = PI + 10;   // This will also give an error
```

As a general rule, always declare a *variable* with `const` unless you know that the value will change.

Use `const` when you declare:

- A new Array
- A new Object
- A new Function
- A new RegExp



# Const

---

- You can change the elements of a constant array:

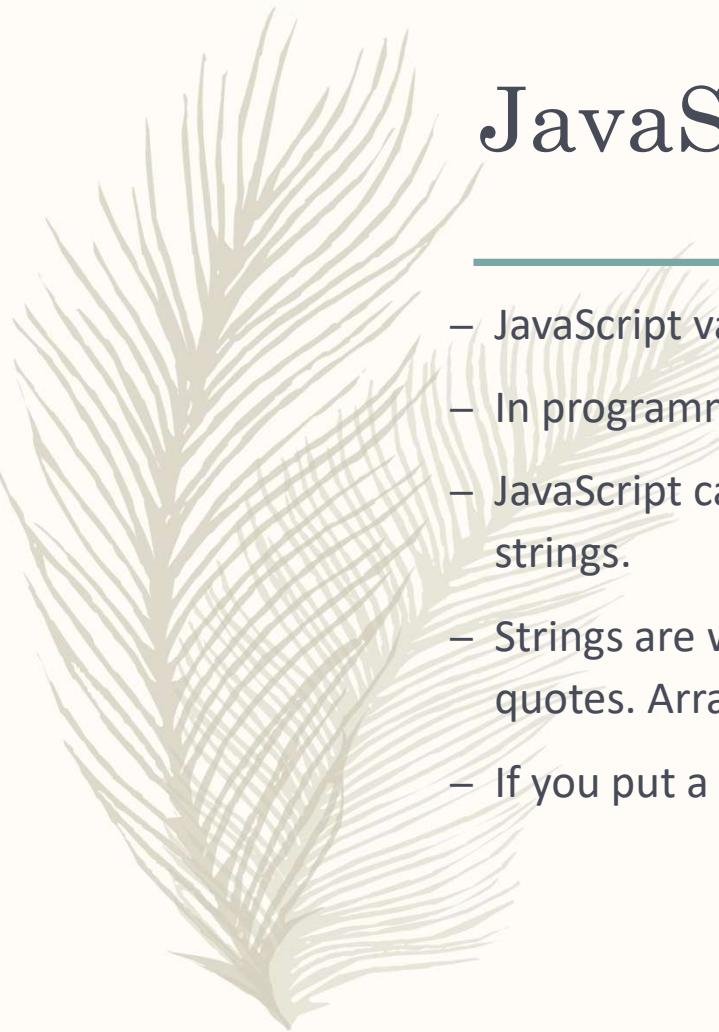
```
// You can create a constant array:  
const cars = ["Saab", "Volvo", "BMW"];
```

```
// You can change an element:  
cars[0] = "Toyota";
```

```
// You can add an element:  
cars.push("Audi");
```

But you can NOT reassign the array:

```
const cars = ["Saab", "Volvo", "BMW"];  
  
cars = ["Toyota", "Volvo", "Audi"];      // ERROR
```



# JavaScript Data Types

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- JavaScript variables can hold numbers like 100 and text values like "John Doe".
- In programming, text values are called text strings.
- JavaScript can handle many types of data, but for now, just think of numbers and strings.
- Strings are written inside *double* or *single* quotes. Numbers are written without quotes. Arrays can hold more than one variable.
- If you put a number in quotes, it will be treated as a text string.

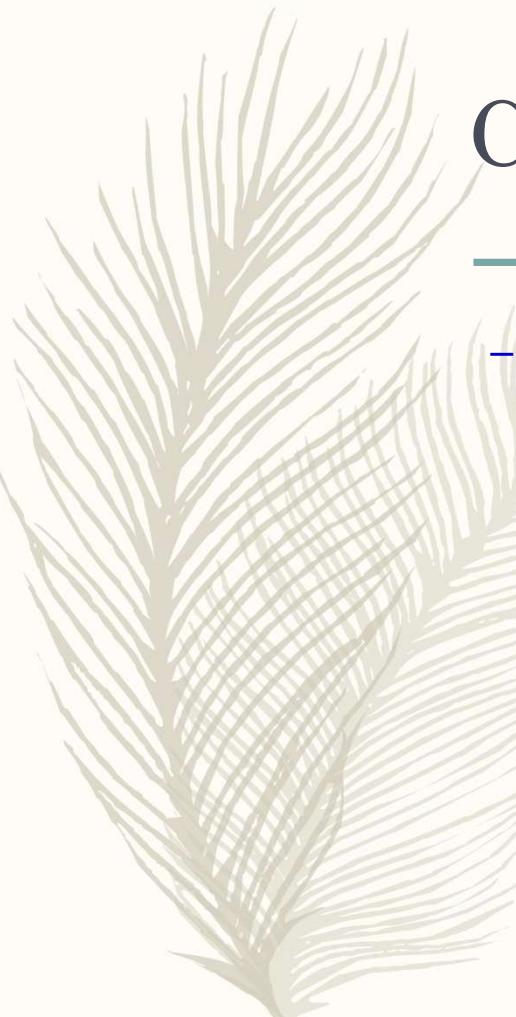
```
const pi = 3.14;
let person = "John Doe";
let answer = 'Yes I am!';
const cars = ["Saab", "Volvo", "BMW"];
let car = cars[0]; //car?
```



# Functions

---

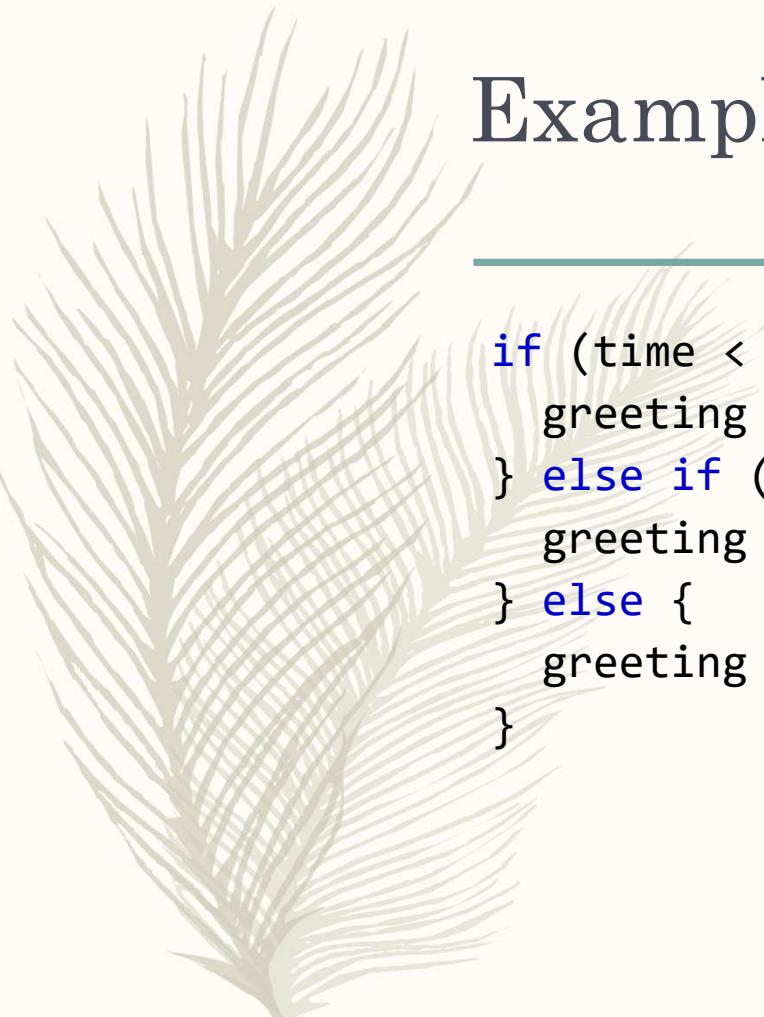
- A block of code designed to perform a particular task
- A JavaScript function is executed when...
  - ```
function name(parameter1, parameter2, parameter3) {  
    // code to be executed  
}
```
  - ```
function myFunction(p1, p2) {  
    return p1 * p2;    // returns the product of p1 and p2  
}
```



# Conditions

---

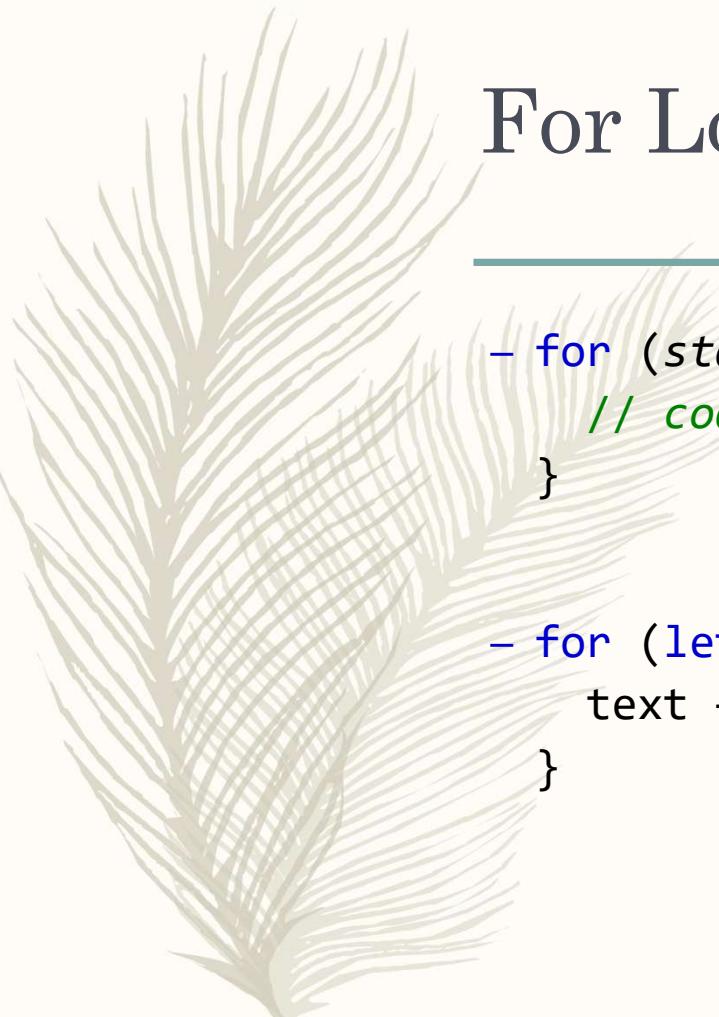
```
- if (condition1) {  
    // block of code to be executed if condition1 is true  
} else if (condition2) {  
    // block of code to be executed if the condition1 is  
    // false and condition2 is true  
} else {  
    // block of code to be executed if the condition1 is  
    // false and condition2 is false  
}
```



# Example

---

```
if (time < 10) {  
    greeting = "Good morning";  
} else if (time < 20) {  
    greeting = "Good day";  
} else {  
    greeting = "Good evening";  
}
```



# For Loop

---

- `for (statement 1; statement 2; statement 3) {  
 // code block to be executed  
}`
- `for (let i = 0; i < 5; i++) {  
 text += "The number is " + i + "<br>";  
}`



# Different Kinds of Loops

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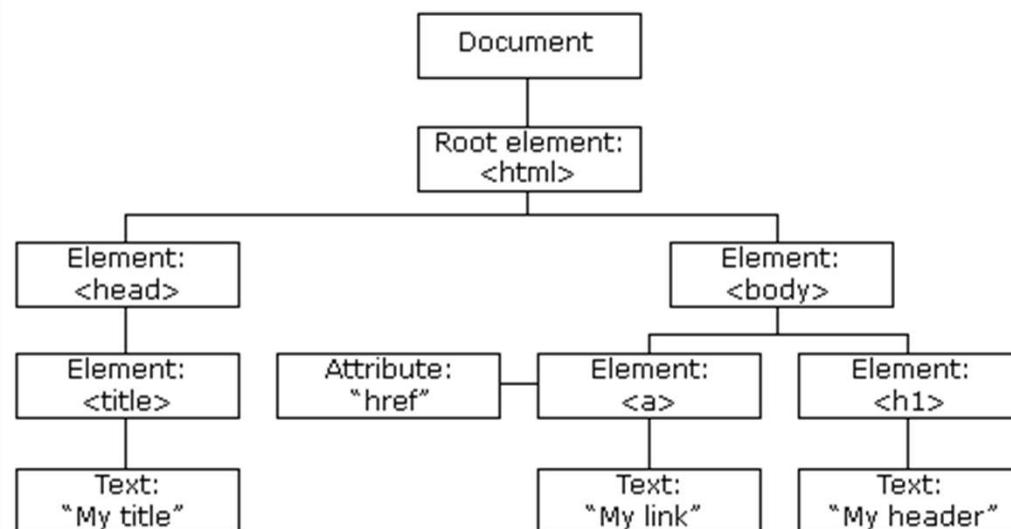
- JavaScript supports different kinds of loops:
  - for** - loops through a block of code a number of times
  - for/in** - loops through the properties of an object
  - for/of** - loops through the values of an iterable object
  - while** - loops through a block of code while a specified condition is true
  - do/while** - also loops through a block of code while a specified condition is true
- [https://www.w3schools.com/js/js\\_loop\\_for.asp](https://www.w3schools.com/js/js_loop_for.asp)

# DOM (Document Object Model)

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- When a web page is loaded, the browser creates a Document Object Model of the page.
- The HTML DOM model is constructed as a tree of Objects:

- The HTML elements as **objects**
- The **properties** of all HTML elements
- The **methods** to access all HTML elements
- The **events** for all HTML elements





# Creating Dynamic Pages with JS

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- JavaScript can change all the HTML elements in the page
- JavaScript can change all the HTML attributes in the page
- JavaScript can change all the CSS styles in the page
- JavaScript can remove existing HTML elements and attributes
- JavaScript can add new HTML elements and attributes
- JavaScript can react to all existing HTML events in the page
- JavaScript can create new HTML events in the page

[https://www.w3schools.com/js/js\\_htmldom.asp](https://www.w3schools.com/js/js_htmldom.asp)



# Lets jump in!

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– Class Demo



# **Website Implementation Assignment**

**Due: 30 May**

## **Website Implementation**

Website Source Code (33%) & Report (7%): 30 May 2022, 1:00pm

Website Presentation (10%): Week 13, during your tutorial/practical session

Demo: Week 11, demo of the website draft during class time

### **Website Implementation (33%) & Report (%7) - Due 30 May:**

You should use HTML5, CSS and JavaScript to implement your website.

You also have to produce a maximum 7-page report including summary of implementation (HTML/CSS/JavaScript usage), screenshots of the website, challenges faced, and lessons learnt as well as an evaluation of your website using Nielsen's ten Usability Heuristics, Conclusions and Future Work. You should explain how many of the usability heuristics covered in the course have been met in your final website and how.

### **In-class Website Presentation (10%) - Week 13:**

You will have maximum of *5 minutes* to present your website during your normal tutorial/practical session in Week 13. Please prepare an **A1 sized poster** summarising the project, your design prototypes, screenshots of the website (and a quick live demo, if possible), evaluation of your website using the usability heuristics, what lessons you learnt along the way (reflection) and what you would improve in future, if you had more time.

Imagine that you have developed this website for a potential client that is a large organisation containing many users, and you are presenting your design to potential users whom you have to convince of the benefits of the design

Progress **must be demoed to teaching staff during Week 11**. Teaching team will monitor students' progress and ask questions to ensure that students are completing their own work. If the student cannot answer the questions or does not demo their draft website and/or do not show satisfactory progress, they will not be able to pass this assessment.

Marking rubric will be uploaded soon.

### **Plagiarism:**

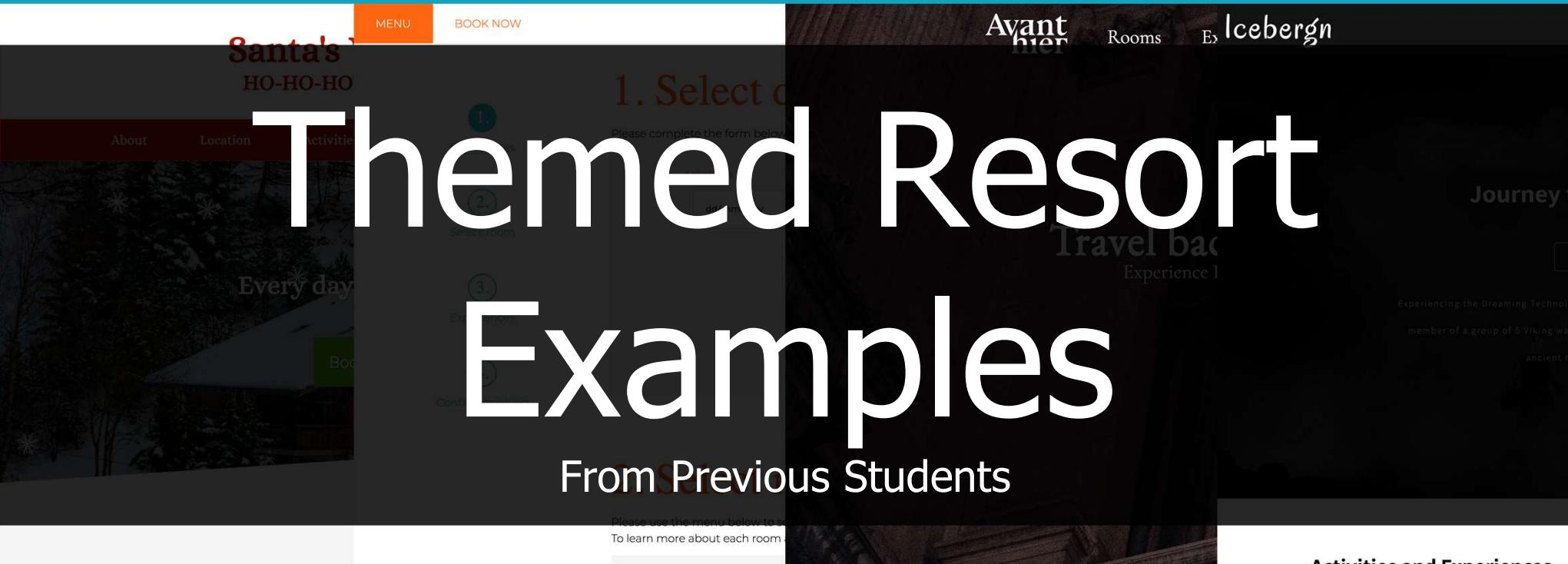
Please note this is an individual assessment and it must be your own, original work. No copying from other classmates or from Internet. If you are using any content from the Internet, make sure you include the reference in your report. ***Plagiarism is considered a serious offence at UQ.*** Failure to declare the distinction

A person wearing a VR headset, blurred background.

# The *Website Project*

# Themed Resort Examples

From Previous Students



Avant  
hier

Rooms

Explore

Experiences

About

# Travel back in luxury

Experience Paris in the 1920s



# Santa's Workshop

HO-HO-HOTEL & RESORT

About

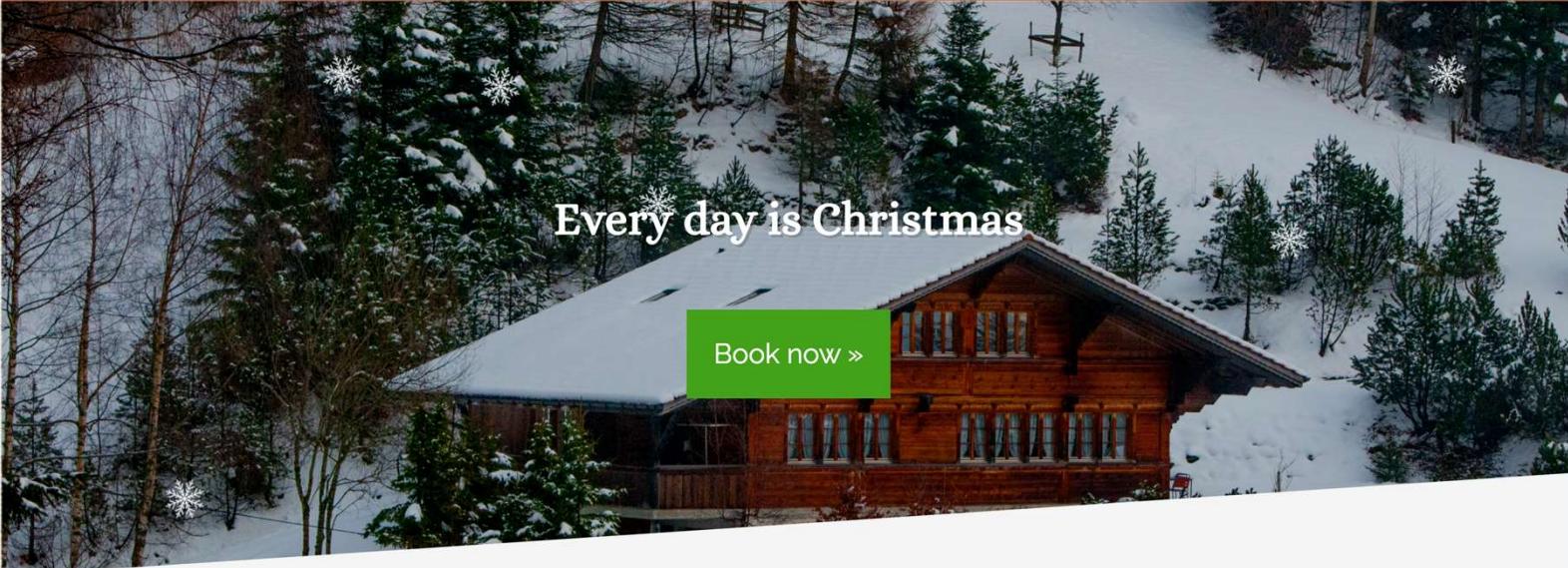
Location

Activities

Rooms

Book

Contact



Every day is Christmas

[Book now »](#)



MENU

BOOK NOW



EXPERIENCES



1.

Select dates

2.

Select room

3.

Experiences

4.

Confirm booking

## 1. Select dates

Please complete the form below and then select the 'Check Availability' button.

Arrival date

dd/mm/yyyy

Departure date

dd/mm/yyyy

Adults:

1

CHECK AVAILABILITY

## 2. Select room

Please use the menu below to select your desired room type.

To learn more about each room and its inclusions, visit the [Rooms & Suites](#) page.

Home

Accommodation

Activities

Quiz

Contact Us

About

## Do Quizes! Earn Coupon!

If you answer all the quizzes correct, you will get a coupon which provides 5% off of any activity you chose to attend!

### Quiz 1

You're hunting in unfamiliar wilderness, and you're concerned about getting lost. You'll be able to find your way to safety as long as you can orient your position with respect to which of the following guideposts:

- A prominent peak, pond or other feature of land marked on the map
- A baseline such as a road or river
- A trailhead or parking lot
- The sun

## Journey to the Frost Giant Kingdom

[ADVENTURES](#)[DISCOVERY](#)

Experiencing the Dreaming Technology with the role-playing activity at Icebergn Resort. You will be a powerful member of a group of 5 Viking warriors to conquer and defeat the Frost Giant. Your target is to achieve the ancient mythical sword of Viking people to win this game.

[Activities and Experiences](#)



ROOM ACTIVITY ANIMALS RESORT ABOUT US

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### YOUR PLANNED ACTIVITIES

Safari Tour

Animal Encounter

2020-09-02 12:00 1 Guest(s)

Zookeeper Experience

Wildlife Hospital Tour

Book

Delete All

### CUSTOMER REVIEWS

BOOK A ROOM

ACTIVITY PLANNER

CONTACT US

# Interactive Story Examples

## From Previous Students

The collage consists of several screenshots from different interactive story platforms:

- Top Left:** A screenshot from a site featuring Snow White. It shows a dark background with a large white cloud containing the text "Snow White". Below the cloud is a small illustration of a tree. On the left, there's a sidebar with "Read The Story" and "Reading part 1".
- Top Right:** A screenshot from Roald Dahl's Revolting Rhymes. It features a dark background with a portrait of a woman on the right. The text "Roald Dahl's Revolting Rhymes" is at the top. Below it, there's a snippet of text about Little Red Riding Hood and the Wolf.
- Middle Left:** A screenshot from a site about Mr. Wormwood. It shows a dark background with a large white cloud containing the text "Snow White". Below the cloud is a small illustration of a tree. On the left, there's a sidebar with "Read The Story" and "Reading part 1".
- Middle Right:** A screenshot from Roald Dahl's Revolting Rhymes. It features a dark background with a portrait of a woman on the right. The text "Roald Dahl's Revolting Rhymes" is at the top. Below it, there's a snippet of text about Little Red Riding Hood and the Wolf.
- Bottom Left:** A screenshot from a site about Mr. Wormwood. It shows a dark background with a large white cloud containing the text "Snow White". Below the cloud is a small illustration of a tree. On the left, there's a sidebar with "Read The Story" and "Reading part 1".
- Bottom Right:** A screenshot from Roald Dahl's Revolting Rhymes. It features a dark background with a portrait of a woman on the right. The text "Roald Dahl's Revolting Rhymes" is at the top. Below it, there's a snippet of text about Little Red Riding Hood and the Wolf.

Your current level of difficulty: easy. Start  
the story again in difficult mode

# MATILDA

## Read The Story

## The Characters ▾

## The Places ▾

Reading Part 1	Quiz	Reading Part 2	Memory game	Reading Part 3	Writing Workshop	Reading Part 4	Certificate
...	X	X	X	X	X	X	X

### Let's read!

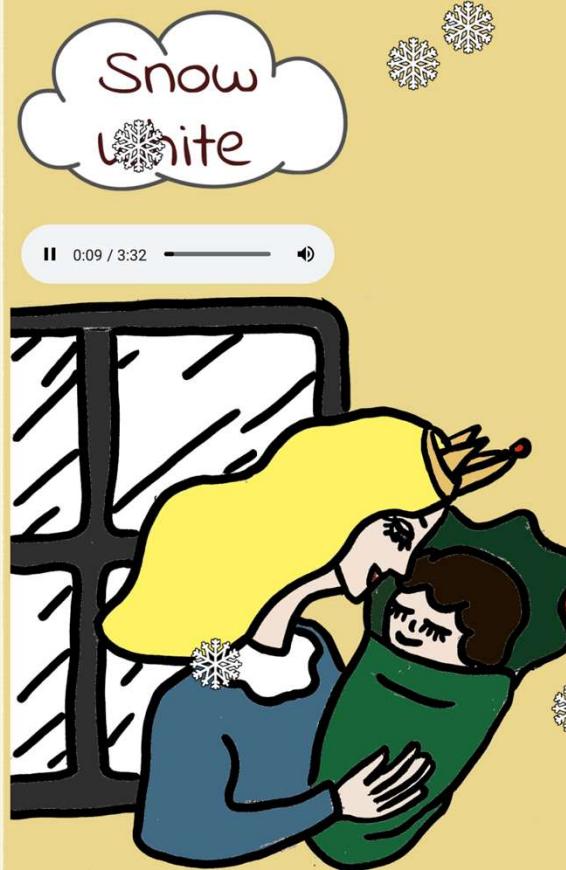
Welcome **Bob**! Read the first part of the story of the book below.

#### Part 1

There was comparative calm in the Wormwood household for about a week after the Superglue episode. The experience had clearly **chastened Mr Wormwood** and he seemed temporarily to have lost his taste for **boasting** and **bullying**.

Then suddenly he struck again. Perhaps he had had a bad day at the garage and had not sold enough **crummy** second-hand cars. There are many things that make a man irritable when he arrives home from work in the evening and a sensible wife will usually notice the storm-signals and will leave him alone until he **simmers down**.

When **Mr Wormwood** arrived back from the garage that evening his face was as dark as a thundercloud and somebody was clearly for the high-jump pretty soon. **His wife** recognised the signs immediately and made herself **scarce**. He then **strode** into the living-room. **Matilda** happened to be **curled up** in an arm-chair in the corner, totally absorbed in a book.



HOME | CHARACTERS | STORY | ABOUT

**Once upon a time in the middle of winter, when the  
flakes of snow were falling like feathers from the  
sky, a queen sat at a window sewing, and the frame  
of the window was made of black ebony. And whilst  
she was sewing and looking out of the window at the**

[Next Chapter →](#)



## Roald Dahl's Revolting Rhymes

[Read the Story](#)[Meet the Characters](#)[Take the Personality Quiz](#)

### Little Red Riding Hood and the Wolf

As soon as Wolf began to feel  
That he would like a decent meal,  
He went and knocked on Grandma's door.  
When Grandma opened it, she saw  
The sharp white teeth, the horrid grin,  
And Wolfie said, 'May I come in?'  
Poor Grandmamma was terrified,  
'He's going to eat me up,' she cried.  
And she was absolutely right.  
He ate her up in one big bite.  
But Grandmamma was small and  
And Wolfie wailed, 'That's not enough!  
'I haven't yet begun to feel  
'That I have had a decent meal!'

Grandmamma



Click to listen



He ran around the kitchen yelping,  
'I've got to have another helping!'

- In this **Lecture**, we'll explore what makes good web design and cover responsive web design (i.e. designing for mobile, tablet, desktop etc) and basics of JavaScript. We will also look at a few Website Project examples from previous years.
- In the **Tutorial**, you'll work in groups of 2-4 to create a high fidelity prototype (using one of the tools suggested in Week 5 slides) and present them to the class. This is the continuation of the work you did in last week's tutorial. There are two scenarios, please feel free to pick one that you prefer:

- *Healthy Lifestyle website*: Design a website for a lifestyle business. Users should be able to log in, create a profile for themselves, browse healthy recipes, watch exercise videos, read health related content and talk to each other using the messenger function.
- *Bakery website*: Design a website for a muffin business. The users should be able to register/log in on the app, browse different options, see the ingredients and add muffins of their choice to the shopping cart.

*DECO 1400*: Gentle reminder - Your first Quiz is due this week! :-]

*DECO 7140*: Gentle reminder - Your Interface Evaluation assignment is due on 8 April! :-]

- In the **Practical** (this week and next week), you'll see media queries to create a responsive layout for small device sizes. You will also create some JavaScript code:  
<https://www.notion.so/iwd2022/Week-6-7-Practical-Outline-a91c84b4958646a39d3249a4062fa9ee>