Project 2

Due Date: November 3

Project Description

In this project, you will use your previous HTML and GIMP experience as well as your newfound CSS knowledge to create a comprehensive web site.

Your dear old and eccentric Uncle Elwyn recently passed away, and he left you in possession of a huge warehouse full of, well let's say, *unusual* objects. You decide that that these are too precious to destroy, so you decide to build a new museum to house these items, and become its curator. You call this venture:

<p align="center">The Museum of Strange Stuff (MoSS)</p>

You would like to advertise your new museum and get more visitors, so you decide to put your new skills in web design, HTML, and CSS to good use by building a complete web site (multiple pages). Using various custom images, fonts, etc., the site will describe the attraction(s), as well as have general information about the museum for the inquisitive visitor.

Requirements

There are two basic requirements for this project. The first is to update your home page (accessible via the link from the course web page), and the second is to build the museum site. Use Phoenix Web, HTML5, CSS, and/or other software to build your pages.

1. **Home Page**

   For most of you, much of this is already completed. However, be sure to follow the requirements below.

   - **Do not update your `index.html` page until your previous project is graded and returned.**
   - If not already working, be sure to create your home page called `index.html` and stored in the `www` folder on the server.
   - The page should contain the information required in Project 1.
   - Add your written signature to the page. Do this by finding an appropriate Google font.
   - Add a link to the new project page (described below).
   - Update/modify your page to better follow style/design principles, if necessary.

2. **MoSS Site**

   Store your museum site in a folder called `project2`, which in turn should be stored in your `www` folder. Create a link on your home page that brings the user to your museum's home page.

At minimum, your museum pages must contain the following:

- A cohesive overall design and custom color scheme, consistent across all of the pages of the site. CSS should be used liberally to ensure that all pages follow the color scheme and design.

- A custom banner at the top of all pages proclaiming your museum with an appropriate logo. The banner should be consistent across all of the pages.

- A **horizontal** navigation bar made up of **custom** hyperlinks. The links in this section are for moving about your pages and (possibly) to external site(s). Your site must have (global) navigation links to at least three of your own pages (Visit, Exhibits, and Support) in addition to the museum home page as shown below (not necessarily in this order). Note that the link to the museum home page is not required to be in the navigation bar, but there should be some easy and conventional way to get to that page from any other.

- While each of the pages described below should be created in a different file, they should *look* like the user is just changing the contents section of the same page. Thus, consistency of your pages is crucial.

  The required pages are:

  (a) **Home:**
  The museum home page should draw the viewer in and pique their interest in planning a visit. It should set the design for the rest of the site. At minimum, it should also include a highlight of a special event or temporary installation that is currently being presented.

  (b) **Visit:**
  This link brings up a page to help the visitor get to and get around the museum. This page should include a secondary (local) navigation bar that has options for (not necessarily in this order):

    – Displaying the museum's floor plan. The floor plan should be custom-made in GIMP or PhotoShop (or similar), be made with **vector graphics** (thus it should be line art), and look as professional as possible. In GIMP, vector elements include rectangles, circles, ovals, straight lines, and text. Straight lines are achieved by holding the shift key down when using the paint brush.

    – Showing travel information. This portion of the page should include an image of a Google (or similar) street map of the town in which the museum is located.[1] You should edit this map to include an icon of the museum at its location. In addition, you should add in new roads, a parking lot, and appropriate labels, done in such a manner that it looks like part of the real map. Note that the map should be zoomed in enough to be able to make out these details. Written directions (from the North and/or South, for example), coinciding with the map described above, should also be included.

    – Displaying opening times and rates.

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[1]You can situate your virtual museum anywhere you wish.

(c) **Exhibits:**
This links to a page that describes several of the regular exhibits in the museum. This page should be colorful, have several images, and be generally attention grabbing, *while at the same time* sticking to the overall design scheme and design principles.

(d) **Support** or **Give:**
This brings up a page with suggestions for donating to the museum, along with information about fundraising events, impact the museum has on the community, contact information, and the like.

(e) You may include additional links to appropriate pages. Note that you may have "dummy" links; e.g., a label that "links" to another interesting museum across the country. It's OK if such a link doesn't actually work.[2]

Notes

More so than in Project 1, you should follow the design principles discussed in class. Furthermore, now that you have more practice with HTML and especially CSS, your pages should look more professional. This project also gives you a chance for you to be creative. Simple quantity will not be rewarded, but good quality, imaginative graphics, and creativity certainly will be. Note that you do not have to be an artist to create a wonderful site and get all the points for creativity.

To make development easier, you may choose a fixed size for your pages. This size should be convenient for viewing the site on a laptop or desktop screen (not a phone or small device).

Be sure to adhere to proper HTML and CSS usage and formatting. Your project will be tested using the HTML and CSS validators that are linked on the course web page.

Tables are **not** allowed to be used as the understory (layout and alignment) for this project. CSS is to be used for all layout. However, you may use a table for data, if desired. For example, a table may be useful for showing the days and times the museum is open.

I urge you to look at museum or other sites on the web to get some ideas of how to organize your pages. For example, see how designers allow users to link back to the home page from wherever they are in a site. Note that not all sites follow good design practices, though, as they often design mainly for mobile devices. You are designing for a desktop/laptop screen.

Because this is for educational (not for profit) purposes, you can legally use images taken from just about any web site.

Project Submission

For full credit, you must be sure your web pages and all necessary files are stored in your `www` folder on cs.wheatoncollege.edu by 11:59:59 PM on November 3rd. Remember to test your site by clicking on the new link on your home page, as well as all of the links on the new site. Print out **one** screen shot of your (updated) home page and **one** screen shot of your museum home page. These do not have to be in color. Write and sign the Wheaton Honor Code pledge (see syllabus) on one of these sheets. Turn these in at the beginning of class on November 4th.

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[2]It would be nice if you made a rudimentary page (just a heading, for example) for such links, though.