San José State University
Department of Computer Engineering

CMPE 280
Web UI Design and Development
Fall 2018
Instructor: Ron Mak

Assignment #2

Assigned: Thursday, September 6
Due: Friday, September 14 at 11:59 pm
Team assignment, 100 points max

Prototype
Use HTML, CSS, node.js, and Express to create a prototype of your project. Remember that the purpose of a prototype is to elicit more accurate requirements from your client, who can also validate that you are on track to building the right application. A prototype is **not** expected to be a polished application.

You can prototype any of the three use cases that you described for Assignment #1, but it should show more than logging in and logging out. Demonstrate a key functionality.

Your prototype does not need to use any actual data from the backend. Instead, your serverside code can simply use hardcoded data.

What to turn in
There should be one submission per team. Create a single zip file containing all the source files of your project, but do **not** include the `node_modules` directory. Name the zip file after your team, for example, **SuperCoders.zip.** The ISA will attempt to run each prototype, so make sure you can easily run yours from the command line.

Submit to Canvas: **Assignment #2. Prototype**

Rubric

Your prototype will be graded according to these criteria:

Criteria	Maximum points		
Clientside web pages	**45**		
• Good HTML code.		•	15
• At least one HTML form.		•	15
• Use of CSS for basic formatting and layout.		•	15
Serverside code	**45**		
• Good routing code.		•	15
• Good controller code.		•	15
• Good dynamic page generation.		•	15
Demonstrate a key functionality	**10**		