San José State University Department of Computer Engineering

CMPE 280 Web UI Design and Development

Spring 2020 Instructor: Ron Mak

Assignment #2

Assigned: Thursday, February 6

Due: Monday, February 17 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, or you can do something completely different. But your prototype 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.

Do not use any client-side tools such as React for this assignment.

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