



GRIFFITH COLLEGE DUBLIN

## Assignment Cover Sheet

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Student name:	Aleksandar Tsankov Mladenov, Luca Biondani		
Student number:	2976196, 3013559		
Faculty:	Computing Science		
Course:	BSCH	Stage/year:	1
Subject:	Client Side Web Development [BSCH-CWD/Dub/PT]		
Study Mode:	Full time _____	Part-time	<u>X</u>
Lecturer Name:	Gemma Deery		
Assignment Title:	Assignment 5		
No. of pages:	8		
Disk included?	Yes _____	No	<u>X</u>
Additional Information:	(ie. number of pieces submitted, size of assignment, A2, A3 etc)		
_____			
_____			
Date due:	15/05/2020		
Date submitted:	11/05/2020		

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Signed: \_\_\_\_\_

Date: 11/05/2020

**Please note: Students MUST retain a hard / soft copy of ALL assignments as well as a receipt issued and signed by a member of Faculty as proof of submission.**

- **Description of site design (2/3 pages) - A description of the finished site, explaining the various decisions you made. Use screenshots with captions to explain major design decisions.**

The Idea behind this site came from my previous life as a bartender. I spend a lot of time working in bars and even more time visiting such establishments after work. Both of us with Luca decided to do this as he also had a lot of experience working as security in pubs and clubs and felt we can make a site that can do them justice.

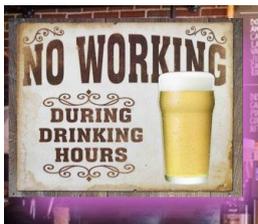
The main design incorporates materials which can be found in bars and pubs. Mainly marble, wood, metal, bricks, graffiti paint, gold and glass a lot of glass. The Idea is the site represents a build like Temple Bar and parts of Amsterdam where you can find a lot of modern bars surrounded by graffiti.



- Wood is a big element in a lot of buildings from bar counters, to chairs, tables, windows etcetera. I decided that this should be incorporated into the website design. This can mainly be found on the Navigation Bar leading to every page and also on the Index page as a background for some of the text in the Index Page.



- Marble is a common theme across most high end bars I incorporated it in both my Navigation bar and made "Bar Counter equivalent" for each of the top 5 pubs.



- Neon Signs and all kinds of signs to simulate the feeling of being in a bar. We wanted to simulate the feeling of neon-glow and bar signs used commonly for advertisements and marketing. Nothing catches the eye like a shiny sign with glowing text and visual marketing.



*Canty's  
A historic city centre pub in Cork which has had the same name over its doors for over a century and it is the only bar in the town to be a member of the Jameson whiskey trail*

Graffiti's are a common theme amongst district which harbour a large amount of drinking establishments which us why we decided to have various coloured text reminiscent of street art including appropriate backgrounds.



- Bricks are literally the building block of bars, pubs, and restaurants. We decided to incorporate them into the design layout and place the text behind them in a graffiti style.



### Glass, glass, and more

glass. One of the more important elements of any bar, pub or restaurant is the presence and use of glass. It can be found everywhere from windows, doors, glasses bottles, ornaments, chandeliers to everything that is small or large visible or invisible.



Tablecloths and curtains are also frequent materials which we wanted to use as well and incorporate in the above page to make sure our bios are well laid out so to speak.



The Backgrounds were inspired by iconic locations describing every city. From Temple Bar to, local sites to views outside of the cities. The Locations where meant to be representative but varied as well.

All the images above were downloaded in an appropriate web-safe resolution however some needed to be resized and optimised which was done with <https://compressimage.toolur.com/>.

All documents were validated with the [HTML-Validator inside Firefox](#), however although the errors were down to 0 some design choices could not avoid warnings. For example, the navigation bar requires an empty span element to work correctly. Using one is unavoidable however in result to that the Validator will pick up 7 Warnings for each page as the bar is used almost everywhere. We decided against using JavaScript libraries but instead code everything ourselves with vanilla JS.

• **Research (1 page) - Some links or screenshots of sites that have inspired you (can be subject related or not)**

The research started with a discussion of the content that the website would present and for who the website would be for. After talking about different topics for different publics, we found something in common, bars & pubs, that we not just love them, but we also share a professional experience in the field.

The idea is to show the best 5 pubs based on reviews and from best tourism websites but also from reviews of locals, taking in consideration the 6 biggest cities of the country, Dublin, Cork, Galway, Limerick, Drogheda, and Waterford.

The research was done step-by-step and different angles were searched to make the choice of the pubs, aiming not only for a good beer, but also good food and specially a lot of fun, with live music and cultural events.

It started with the Bio of each of the cities, with a brief explanation of the city and population.

The research for pubs was done taking into consideration that each city has different backgrounds, one more student, other may be more locals and other more tourists, and looking for common interests for all.

After selecting the cities and having the basic information, the research for the background were the next step, relating the images to the city or to some event of the city and with the responsive page it looks great.

The main tourists web pages such as Google Reviews, TripAdvisor and similar were used to understand by the reviews what each pub had to offer. The images of each pub with public domain was the biggest issue encountered, being easy for pubs in Dublin, Galway and Cork, as they are more tourist places and easier to find reviews and images from everywhere in the world, but harder for pubs of smaller fame.

After each pub was rated the research started one-by-one, going through them websites, social medias and using public review to describe the pub in its best way, using short sentences but with effective effect, to keep people reading and not getting bored.

Pictures from the carrousel were searched in a way that would create interest from the user looking at the web page and drinks from the menu of a few of the pubs were selected to the carrousel, so, most of the images are not from the pub directly, but they are in some way connected.

With the research done and organized in a separate paper, the next step was to add the images and the text to the code and let the website take life.

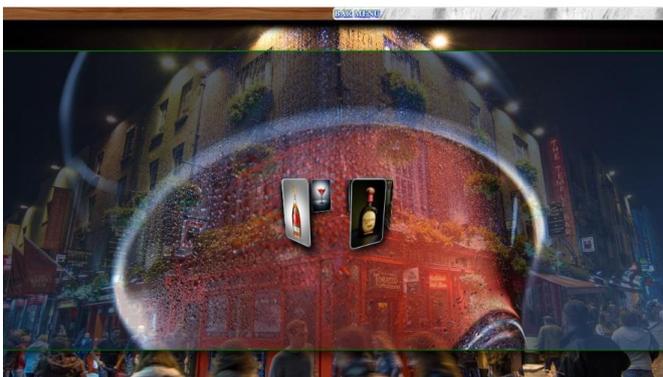
- A site-map diagram (1 page) - A diagram of the pages on your site and how they are organised.



Figure 1 ( SiteMap - used <https://tobloef.com/text2mindmap/> )

- Wireframes (1/2 pages) - A rough wireframe of key page layouts. You should include wireframes for both full sized screens and a mobile screen.

4k Screen View – this is how the website will appear on a massive 4k- living room television screen.



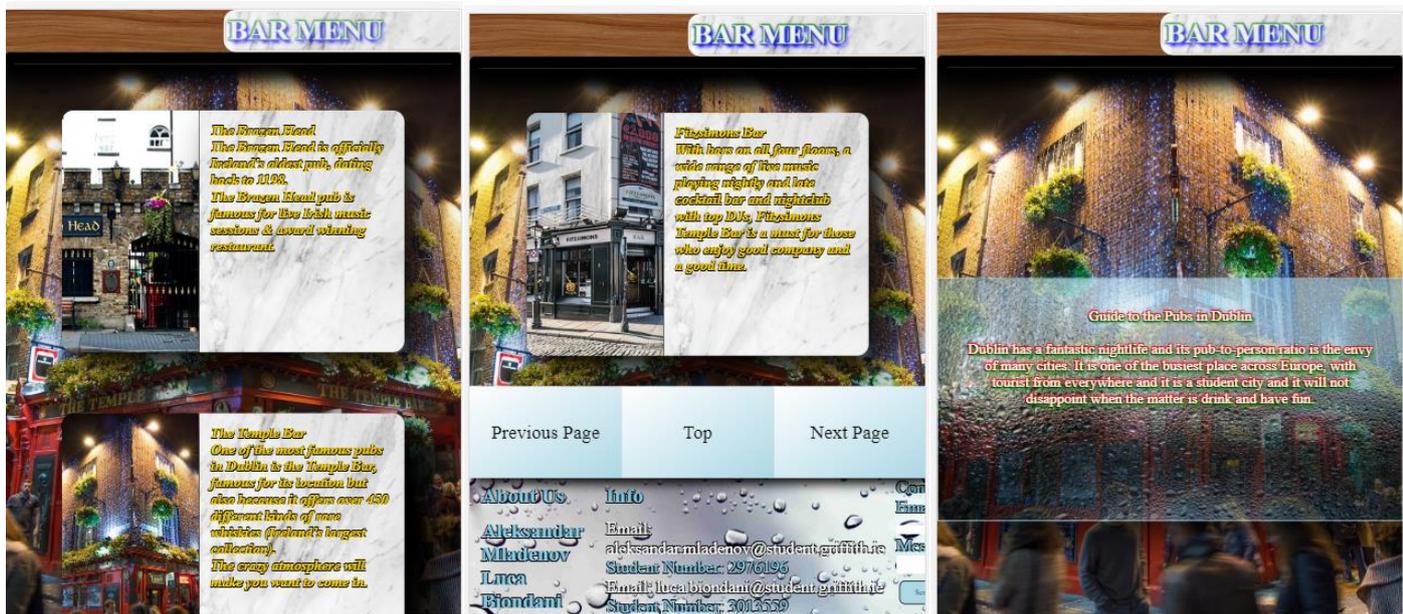
The carrousel gives a super nice visual effect and it is  
The effect of glass as it relates to the drinks

interactive and get attention from who is seeing it.  
beer.

with this effect that remembers a cold



I-Pad Mini View – this is how the website will appear on a small mobile device.



- **Review (1/2 pages) - A group statement reflecting on the work and process.**

We started off by meeting in one of the CWD Zoom classes and both came up with the idea that we wanted to do a site related to pubs and bars across Ireland. Initially we wanted to have a guide to Dublin but later we expanded to the whole of Ireland and we decided that we wanted to include more locations of this beautiful Country.

Later when I had more Zoom sessions and started doing them privately outside of class so we could finish planning and designing our Web Site. Luca decided to change from NotePad++ to WebStorm as he liked the efficiency in which the IDE provided. We also used GitLab that we mastered during SD1 because it was useful. GitLab is a powerful tool which was very helpful in sharing our ideas.

After the team finished planning the Web Site we began building it. In the beginning we only had an idea which turned into a page which turned into a few more and at the end we had a fully working Website. All the knowledge acquired through the year came in use, both of us realised that our assignments get better each time when we compared coded from last semester. Which gradually improved with every build.

We were enthusiastic with the idea of doing a website containing the best pubs in the country and we did it with great joy. As Aleksandar prefers coding and Luca prefers more research, we divided the team as so, but at every step of the way we shared information, contents, explanation, questions, and funny things with each other.

Unfortunately we could not share all we were able to learn, because it feels there are millions of amazing places to be in this country and for us, both foreigners, it was so interesting and we definitely learned a lot, pubs, cultures, events, periods of the year which is best to go and only for Dublin, Cork, Galway, Limerick, Drogheda and Waterford and not only of the coding, but something we can bring with us forever in Ireland, in our trips.

From the coding perspective it is amazing to see improvements we have done during the year, comparing our first assignments to this last one. We imagined the website in a certain way, and we did it. Even with a lot of effort put into it, it feels it has been easier and easier to write the codes, recognize errors and search for upgrades or different features.

Building a website as a team is an experience which helps people to learn and grow not only their coding skills but much more than that. Doing this project together also helped us become better programmers and it grew our communication skills. Communication was just as important as learning from each other and helping ourselves in points of weakness which the other could compensate for.