



Web Design & Development

2023 National Competition

High Level Overview

At the start of the competition, a client will describe their business and website needs.

Part 1: Planning

- Teams devise a website plan for the client. This will include at minimum basic low-fidelity wireframes, and a basic sitemap.
- This is low-fidelity, not a full-design comp; paper is sufficient. Teams may use wireframing applications if they prefer.
- Teams are responsible for their own time management and should limit Part 1 to 1-2 hrs.

Part 2: Implementation

- Teams will NOT implement their ideas from Part 1. In order to maintain consistency across the competition all teams will be given the same wireframe to implement.
- The wireframe will be black & white to show the layout and content.
- Teams are to add their own aesthetics to their implementation.
- You will decide the colors, fonts, spacing and other aesthetics for the client and implement the aesthetics into the provided layout.
- The 'client' has provided images and content.
 - As is often the case in the real world with assets provided by clients, they may not be completely appropriate for the web.
 - You should rename and optimize images. You may adjust and add effects to fit your aesthetic vision.
- You will be allowed to use fonts, textures, iconography and other resources from the internet provided it is from a source with licensing that allows such uses. Resources to consider: (WebProfessionalsGlobal and SkillsUSA are unaffiliated with these sites. They have not been exhaustively reviewed and may or may not contain objectionable content)
 - o fonts.google.com
 - thenounproject.com
 - o unsplash.com
- All coding will be done in a provided online environment
- You are **not allowed** to use frameworks such as Bootstrap, jQuery, or React. You must be able to demonstrate competency with the foundational technologies, HTML, CSS, and JS in this competition.

Coding Environment

Familiarize yourself with the coding environment: https://webprofessionals.site/IDEoverview