

Project 1 (Part 1): Personal Course Website

Due: Feb 18, 2026 at 11:59pm

1 Overview and Learning Goals

In this assignment, you will create and deploy a personal course website using GitHub and GitHub Pages. This is *not* just setup: your website is the **graded deliverable** for Part 1, and it will be the platform you build on for Part 2 (a JavaScript game with an AI component).

Learning goals

By completing Part 1, you will practice:

- Using GitHub as a version-controlled source repository
- Deploying a real artifact (a website) to a public URL
- Producing lightweight SDLC artifacts with AI assistance: requirements, design, and testing notes

2 What You Will Build

You will build a simple **static website** hosted at:

`https://<your-github-username>.github.io`

Your site will include basic information about you and a **Projects** section with a placeholder for **Project 1, Part 2**.

3 Requirements

3.1 Repository and Deployment Requirements

1. Create a free GitHub account (if you do not already have one). If you need a quick guide, see [GitHub Pages Quickstart](#).
2. Create a **public** repository named:

`<your-github-username>.github.io`

3. Enable GitHub Pages for the repository (deploy from the default branch).
4. Your site must be accessible at the URL shown above.

3.2 Website Content Requirements

Your website must include the following content (it can be a single page):

1. **Header:** your name and “Intro to AI” (or course number).

2. **About:** a short paragraph (3–6 sentences) introducing yourself.
3. **Projects section:**
 - A placeholder entry for **Project 1, Part 2: JavaScript Game (coming soon)**.
 - A link to your GitHub profile.
4. **Navigation or structure:** headings and sections must be clearly labeled.

3.3 Technical Constraints

1. The site must be **static**: HTML and CSS only (JavaScript is allowed but not required for Part 1).
2. The site must be readable on both desktop and mobile (basic responsiveness).

4 SDLC Artifacts (Required Files)

Include the following files in your repository: Use an AI tool to draft the SDLC documents (README, DESIGN, TESTING), then direct the AI to use those documents to generate the website content. Revise everything so it accurately reflects your actual website and decisions.

4.1 README.md

Must include:

- Your deployed website URL
- A one-sentence description of the website's purpose
- A short **AI Usage** note (2–4 sentences) describing the tool you used and how it helped you draft the SDLC documents

4.2 DESIGN.md

Write a short design plan (about 1/2 page). Include:

- A simple outline of your page structure (sections/headings)
- Any layout choices you made (single page vs multiple pages, navigation, etc.)
- One design rationale paragraph: why you organized the content the way you did

4.3 TESTING.md

Write a small checklist (at least 6 items) describing how you verified the site works. Must include:

- A check that the deployed link loads
- A check for broken links
- A check that it works on a phone

5 Submission Instructions

Submit **two links** via email to Dr. Kelley:

1. Your GitHub repository link
2. Your deployed website link (<https://<username>.github.io>)

6 Grading Rubric (100 points)

1. Deployment and correctness (30 pts)

- Site is live at the correct GitHub Pages URL (20)
- No broken links; loads reliably (10)

2. Website content and structure (30 pts)

- All required sections present (15)
- Clear headings/organization; readable layout (15)

3. SDLC artifacts quality (30 pts)

- DESIGN.md explains structure and rationale (10)
- TESTING.md includes concrete checks (10)
- README.md includes the AI Usage note (10)

4. Professionalism (10 pts)

- Repository is tidy (sensible file names, no junk files) (5)
- Commit history shows incremental work (not a single massive commit) (5)

7 Academic Integrity and Collaboration

You may discuss general troubleshooting with classmates, but your website content and repository must be your own work. You must use AI to generate the website and to draft the SDLC documents, and you are responsible for reviewing, editing, and ensuring they are accurate.

8 Looking Ahead to Part 2

In Part 2, you will add a JavaScript game to this same website and deploy it to the same URL. Your **Projects** section should make it easy for someone to find and play the game once it is added.