

Group 39

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# FINAL DUCUMENTATION

## ABSTRACTS

First, I want to say that the course of multimedia authoring has helped to improve my way of working and my approach to design. I learned to work with constancy. Obviously, at the end of this course I have improved my knowledge about JavaScript and HTML5 and how to use these technologies to make a site dynamic and interactive.

I believe, moreover, that the main purpose of the course is not only the learning of new technologies, but also understand that every project should have a clearly defined purpose from the beginning.

Every part of a site (or project in general) must be correlated with the other parts of the same site in order to create a sort of harmony between the contents. This will ensure clarity and usability to the end user.

In the end, I learned to give importance to the graphics of a website. A good code needs to be presented as well.

## INTRODUCTION

In this introduction, I want to explain the theme chosen for the entire project. The name of the website is "The Italian Job", inspired by the homonymous film. Unlike the content of the film, the main theme of our website is the art of making pizza. This is a fancy way of saying that *"One of the few things that Italians still know how to do well is cook"*, then we have dedicated our work to the culinary arts.

## TECNOLOGIES

The technologies used in our work are:

- ✚ HTML5
- ✚ Javascript

## IDEs

- ✚ NetBeans: For the realization of all the code we used this IDE with which we had already worked in the past. It is unthinkable to make a project like this without a good IDE with which you are familiar.
- ✚ Gimp: For the creation and manipulation of images we needed an efficient tool like GIMP. We understand that this is a very complex IDE, but with huge potential if you learn some basic notions.

## EXERCISES

Before going on to describe the various exercises, I want to say that the whole of the site template was created by us. We did a lot of work with HTML and CSS in order to allow cross-browsing site. We used our personal template to carry out all pages of the site. Let us now examine the exercises done in this course:

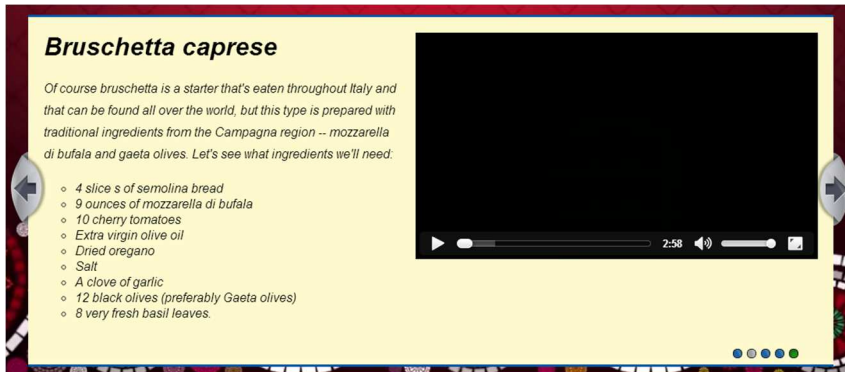
### ✚ Logo

The animated logo is present in all the pages that make up our website (in the upper-left corner). The rebound effect has been given to the dots on the "i" in the phrase "The Italian Job ". This effect was created using JavaScript and HTML5.



One of the main problems was the first approach in the use of canvas and its properties. But by studying the characteristics of this HTML5 tags we were able to get familiar with this technology. Another obstacle that we faced was the implementation of the rebound effect in JavaScript. It was necessary to review some knowledge of Physics before being able to achieve the desired effect. So, from this exercise we learned how to use the HTML5 CANVAS tag and its properties.

## Media Viewer



In this exercise, we made a photo gallery slider, which contains some video players.

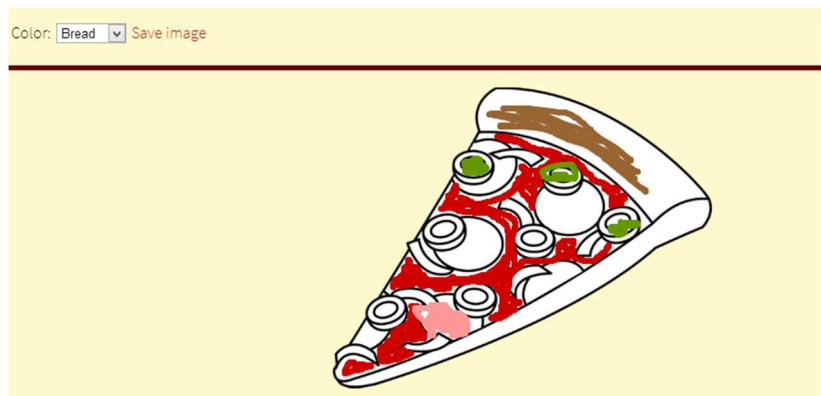
In other words, the photo slider contains a collection of traditional Italian recipes and for every recipe has been added a video tutorial

that explains how to prepare the dish. We were able to insert video and text inside a photo gallery. The photo gallery slider has been implemented using *AnythingSlider jQuery Plugin* in order to make our work easier. In addition, the videos were entered using the HTML5 Video tag. In end, we have included text concerning the recipes.

One of the most important things we have learned with this exercise, consist in the use of HTML5 Video tag and its properties.

## Annotation editor

For this exercise, we thought a funny way to propose an Annotation editor. We asked ourselves: how can we make you smile? What we have achieved is a common annotation editor, but the goal is to be able to color the image inside the canvas. The user can



choose the color to be used in the list: tomato, olive, salami, bread. At the end, when your masterpiece is finished, you can download the image from the link "Save image" (in .png format).

In this exercise, obviously, we used a HTML5 Canvas tag. In this case the difficulty was all in JavaScript code. It was the first time in this course that we made use of a significant amount of code, so there were problems to be solved (as always happens when you are programming). Also, we learned how to allow the download of the contents of a canvas when we created a "Save image" function.

## Pizza Game



In our final project we invented the “Pizza Game”. The game consists in selecting the correct ingredients to create your own pizza. The ingredients should be selected in the main panel on the left (using our personal “pizza cursor”). In this panel, there are a number of elements which move

simulating a SlotMachine. Now the question is: what elements need to select? It depends on the level!

**EASY LEVEL:** At this level, the ingredients to be selected are shown in the right panel. Obviously, the elements must be selected in the right order and each player has two lifes to finish the game. When you select the right ingredient, the corresponding image on the right pane becomes colored. Otherwise, if you select the wrong ingredient, one “Life” will be decreased (you can see it in the upper left).

**HARD LEVEL:** At this level, the game becomes a memory game. The ingredients to be selected are displayed one at a time before the game begins. Also in this case we must respect the order of the elements and each player has two lifes to finish the game. In this case, if you select a right image, the corresponding image appears in the right panel.

Every time you play you have to create a different pizza, so be careful!

To realize the final project, we made a wide use of JavaScript and HTML5 Canvas tag. The first difficulty we encountered was in the realization of the “SlotMachine effect” in the left panel. Initially we had fluidity problems, but using JavaScript to change in real-time the position properties of the canvas we have solved the problem. Another difficulty has been the implementation of the acceleration effect in the initial phase of the game (it was solved by making many attempts). In this exercise, we learned to make the best use of Video and Audio tags. The video tags have been used in the introductory part of the game. The audio tags have been used to create in-game sound effects that serve to make the game more engaging. In other words, we had to learn a lot about the various HTML5 tags.

The work, as we have said, was made completely using JavaScript. This means that most of problems we had were related to JavaScript code. I think we met all kinds of problems, but in these cases the only way we have to solve problems is to be patient and think a lot.

## **COMMENTS**

Each exercise done has been included in our website as an integral part. This means that the exercises are not only exercises, but are something useful and usable for the user.

## **CONCLUSION**

*“Tell me and I forget, teach me and I may remember, involve me and I learn”*... I can say that this course has involved me. I want to remember this course as one of the most useful experiences that I did in Amsterdam.