# WDSMP

# The Lone Ranger – Hi Yo Silver game

# Installation and Localisation Instructions

Ben Morris – Hangar Seven

Prepared 23rd May 2013

## Version Information

|  |  |  |
| --- | --- | --- |
| Date | Author | Version Information |
| 23/05/2013 | Ben Morris | Initial Version |

# Application Specifications

**Title**: The Lone Ranger – Hi Yo Silver game

**Description**: A simple one-touch platform game, where the user must press space bar to jump over gaps and avoid obstacles.

**Technology stack**: HTML5

**Dimensions**: 800 x 480 pixels

**Specific user requirements**: No specific requirements

**Specific server requirements**: No specific requirements

**Fonts used**: Anton, Titillium Web (both available on Google Fonts http://www.google.com/fonts/)

**Installation**

The installation of the Hi Yo Silver game is a three-step process: Hosting requirements, Localisation of content, and Upload. Each of these steps is outlined below.

**Step One – Hosting Requirements**

The application requires a web server. There are no specific requirements.

**Step Two – Localisation of files**

The files must be prepared and localised for each market prior to upload. There are three places where this takes place:

* **index.html**
* **assets/localisation/copy.json**
* **assets/sprites/interface.png**

The editing of these files is described in the following section **Localisation**.

**Step Three – Upload files**

Upload the contents of the downloaded folder to the web root directory on the webserver. Ensure that the correct security permissions are set.

**Localisation**

The following section describes in detail the setup and localisation structure of the Hi Yo Silver game.

http://confluence.services.london.digout.local:8080/images/icons/emoticons/information.gif *Skillset required for localisation*

* Graphic Designer if images need to be updated and/or created
* Web Developer able to understand and edit JSON.

**Updating the index page**

Some messaging relating to the surrounding HTML is contained within the index.html file. This is used for the fallback page for browsers which don’t support the HTML5 canvas, trailer overlay and any copy relating to that can be edited inline.

**Localising the in game copy**

All in game copy can be found in **assets/localisation/copy.json**

The format of this file consists of a series of **“TAG” : “localised copy”** references. In order to localise the in game text change **only** the right-hand side of each reference.

This file also allows you to update links to local versions of the website, Twitter and Facebook pages.

**Localising the title treatments**

All in game title treatments can be found in **assets/sprites/interface.png**

This PNG contains all the interface screens for the game and there can be edited using the supplied PSD layout artwork. Ensure that any edits stay within the boundaries of the existing screens / footer bars.

**Localising the trailer**

The trailer can be found in the **assets/video/** folder. The trailer is 640x266 and needs to be encoded in the mp4, ogv and webm formats to support all browsers. Simply replace the existing files with the localised version.

**Facebook Tab**

The Hi Yo Silver game can be set as a Tab on your Facebook page. For example the US version can be set as a tab by navigating to:

**https://www.facebook.com/dialog/pagetab?app\_id=201359353321318&next=www.facebook.com**

and choosing the relevant page from the drop down. Alternatively you can set up your own localised version of the app by following the instructions below.

Further details on adding an App to a Facebook page can be found here: **https://developers.facebook.com/docs/appsonfacebook/pagetabs/**

**Step One – Localise and Upload game files**

Localise and upload the game files as per the previous sections.

**Step Two – Set up a Facebook application**

Configure the relevant Basic Info and Page Tab settings for a new app within Facebook. Ensure your server has a current SSL certificate for users with secure browsing within Facebook enabled. Further details on setting your own Facebook application can be found here: **https://developers.facebook.com/docs/guides/canvas/**

The tab URL can be set to the tab.html file detailed below.

**Step Three – Amend Facebook files**

The Facebook specific files must be prepared and localised for each market prior to upload. There are two places where this takes place:

* **timeline.html**
* **tab.html**

The **timeline.html** file contains the Open Graph information for the Flash version of the game that can be attached to the Facebook Timeline. Amend the calls to action and paths to the localised version of the game. Be sure to change the app\_id to your newly created app and ensure the og:video path is set to the HTTPS url for the Flash game.

The **tab.html** file contains the HTML5 game and a banner to share the Flash version of the game in a users Facebook timeline. Localise this file as per the main game and ensure that the Facebook share URL located in the **<div id=”banner-container”>** after **sharer.php?u=** is set to the path of your localised version of the **timeline.html** file.