

Official Group1 SA Project Documentation

Albert Cerfedda

Contents

| | | |
|----------|------------------------------|----------|
| 1 | Team composition | 2 |
| 1.1 | Team Leader | 2 |
| 1.2 | SVN Leader | 2 |
| 1.3 | CSS Leaders | 2 |
| 1.4 | Topic Leaders | 2 |
| 2 | The project | 3 |
| 2.1 | Useful Links | 3 |
| 2.2 | Introduction | 3 |
| 2.3 | Website structure | 3 |
| 2.3.1 | Homepage | 3 |
| 2.3.2 | Timeline | 3 |
| 2.3.3 | Individual pages | 3 |
| 2.4 | The CSS Masterplan | 4 |
| 2.4.1 | Example | 4 |
| 2.5 | Directory tree | 5 |
| 2.6 | Example page | 5 |
| 2.6.1 | Remarks | 5 |
| 2.7 | Good SVN practices | 5 |

1 Team composition

1.1 Team Leader

Albert Cerfeda
cerfea@usi.ch
+41 77 452 4246

1.2 SVN Leader

Gerald Prendi
prendg@usi.ch
+41 76 561 66 18

1.3 CSS Leaders

Bojan Lazarevski
lazarb@usi.ch
+389 70 374 137

Marco Biasion
biasim@usi.ch
+39 389 879 0420

1.4 Topic Leaders

Catarina Morais — Subteam 1
moraic@usi.ch
+41 76 803 76 46

team members: beninn@usi.ch, benede@usi.ch, taneva@usi.ch, corecs@usi.ch

Alessandro Cravioglio — Subteam 2
cravia@usi.ch
+41 76 405 03 62

team members: morarl@usi.ch, gelmad@usi.ch, faucoa@usi.ch, jelmim@usi.ch

Enrico Di Pietro — Subteam 3
dipiee@usi.ch
+41 79 449 89 72

team members: costafr@usi.ch, artusa@usi.ch, vescim@usi.ch

Roberto Padovani — Subteam 4
padovr@usi.ch
+41 79 274 45 75

team members: muhizn@usi.ch, geldea@usi.ch, desteg@usi.ch, savoil@usi.ch

Alessandro Cagnani — Subteam 5
cagnaa@usi.ch
+41 78 400 83 28

team members: morgaa@usi.ch, benama@usi.ch, soresf@usi.ch

2 The project

2.1 Useful Links

Microsoft Teams chat

WhatsApp group

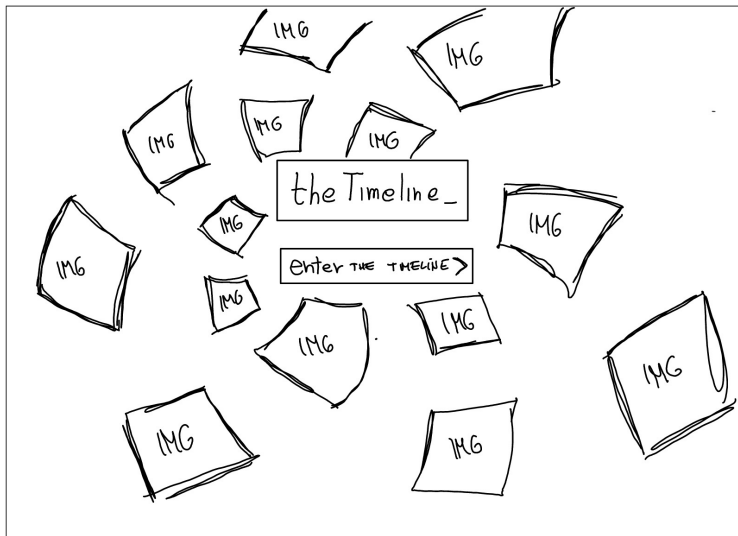
Group Calendar

2.2 Introduction

The project is about 'History of Videogames'. The goal is to produce a webpage that narrates the technical and artistic journey of the videogame industry through time.

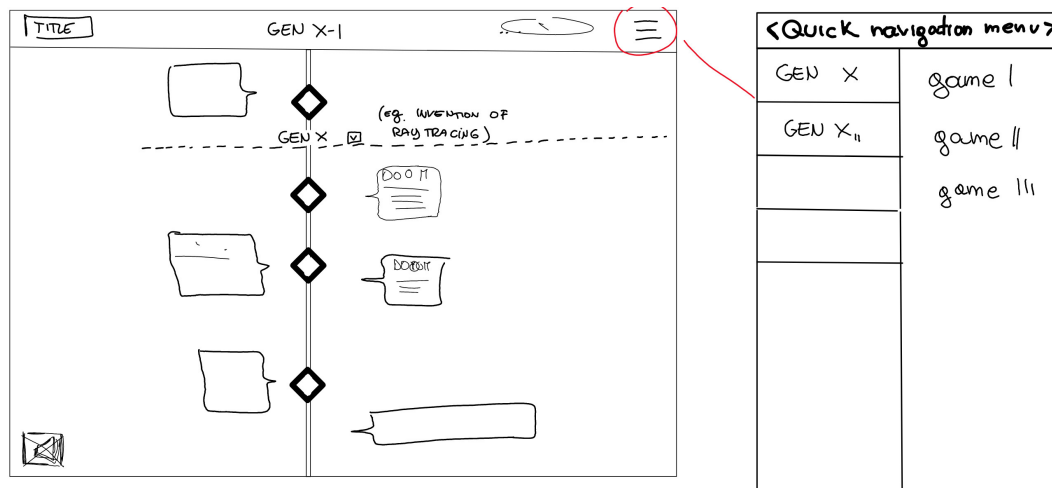
2.3 Website structure

2.3.1 Homepage



The homepage will feature many pictures taken from games, that are arranged as a spiral, giving the idea of a journey through time.

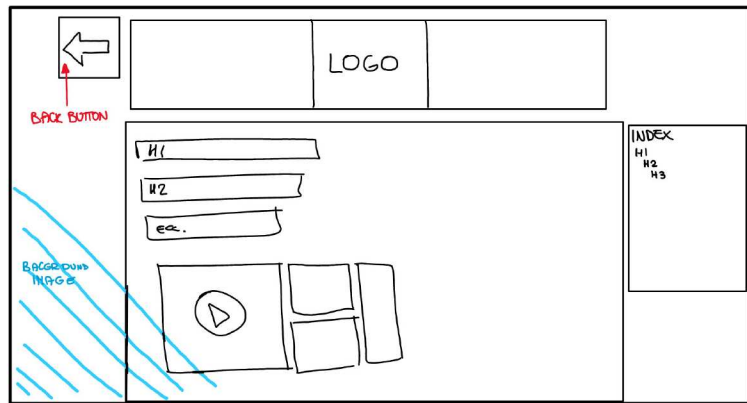
2.3.2 Timeline



The idea is to make a vertical scrollable timeline that shows a brief summary for every page. Once a 'bubble' is clicked, the user is lead to the full page of the videogame/console.

2.3.3 Individual pages

The videogame/console page shows the logo in the center and the actual content right under it. The page has the OST (Original Soundtrack) playing in background.



2.4 The CSS Masterplan

As the timeline progresses, the graphics of the page become more and more advanced (e.g at the beginning there are only black and white colors, then 24-bit colors ecc) For every generation of videogames that we cover there's going to be a stylesheet representing that generation's look and feel. The stylesheets will affect the timeline page but also the pages for videogames/console.

Pages will use the CSS stylesheets that the CSS Leaders provide.

2.4.1 Example

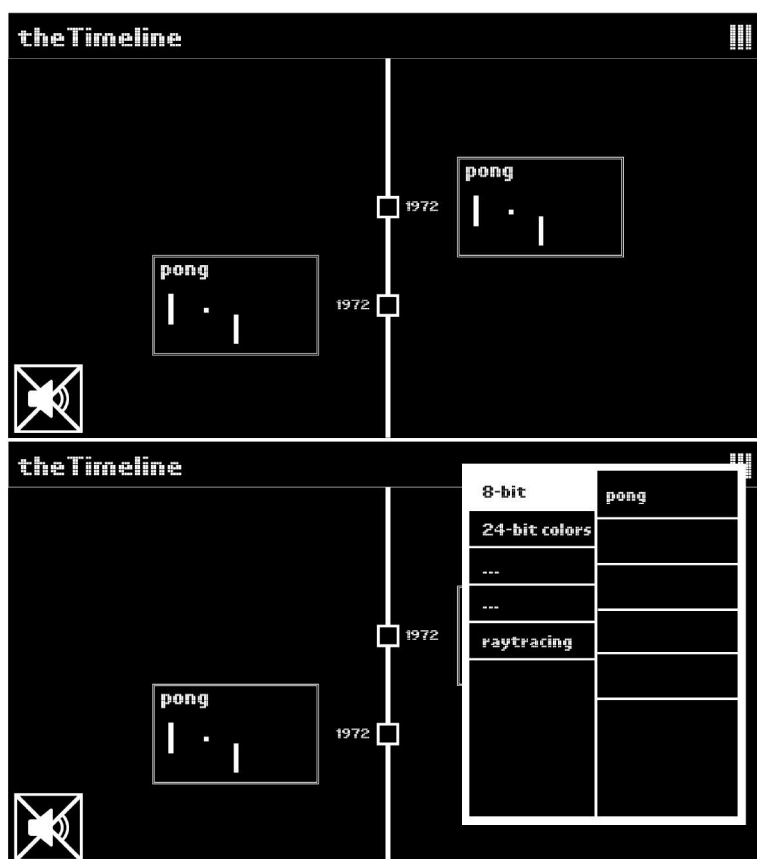
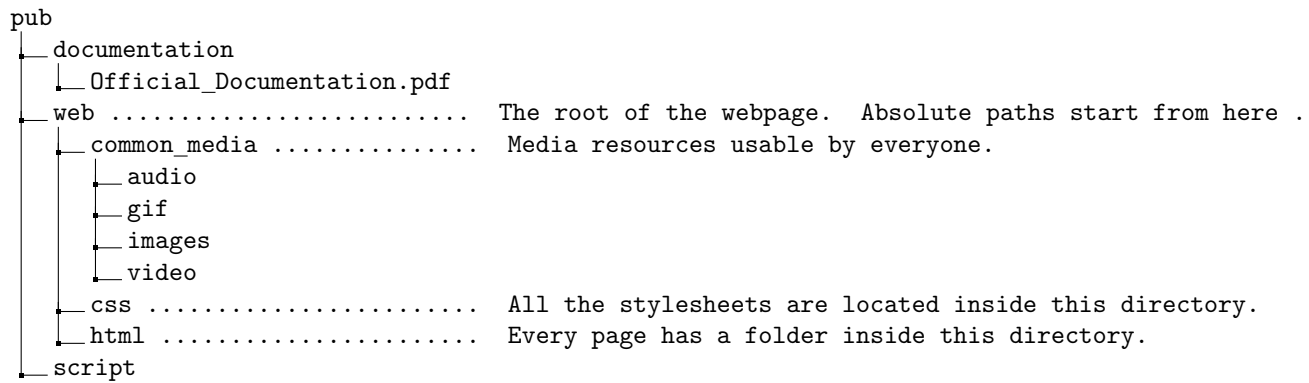
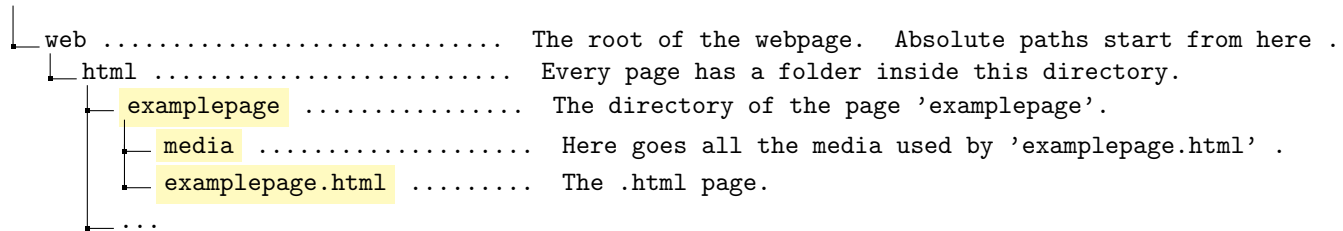


Figure 1: How the timeline looks during first generation

2.5 Directory tree



2.6 Example page



2.6.1 Remarks

- The folder and the .html file MUST have the same name!
- Please use the HTML template that we provide you in order to make sure the pages work with the stylesheets we also provide you.
- Manually change the CSS style only when really necessary and by keeping in mind the look of the generation the page is in.

2.7 Good SVN practices

These are some guidelines to ensure the least possible amount of conflicts and clutter in the repository

- When you are about to start working, update the repository first to always make sure you have the latest version and there are no conflicts.
- To avoid conflicts, make sure you're the only one who is working on a certain file. Conflicts take a lot of time to resolve.
- Always test your code and make sure it's working before making a commit. Always submit a working copy.
- Comment your code and commits.