

Official Group1 SA Project Documentation

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1 Team composition

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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 Topics we cover

We decided to focus on these categories: Games, Consoles, Software Houses and Genres, divided by generations and assigned to a specific Subteam:

Subteam 1

- origins, 1948-1970
- first generation: 1971-1975

Subteam 2

- second generation: 1976-1982
- third generation: 1983-1995

Subteam 3

- fourth generation: 1987-2004
- fifth generation: 1993-2005

Subteam 4

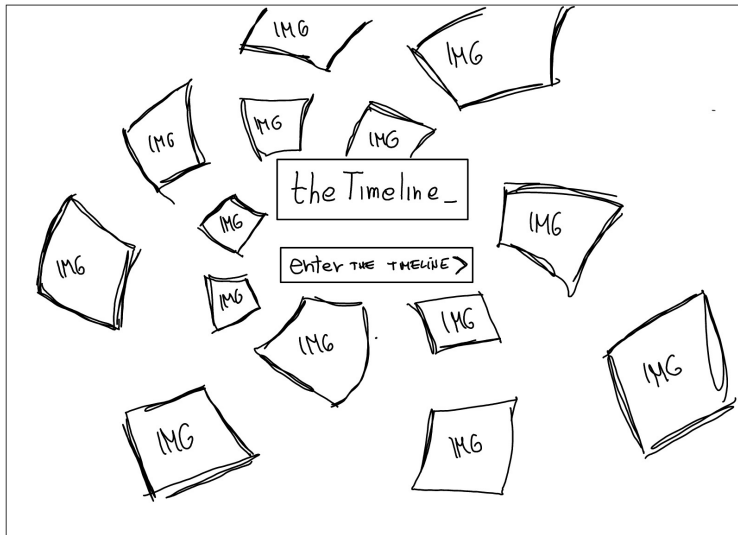
- sixth generation: 1998-2013
- seventh generation: 2005-2020

Subteam 5

- eight generation: 2012-2020
- ninth(future) generation: 2020-...

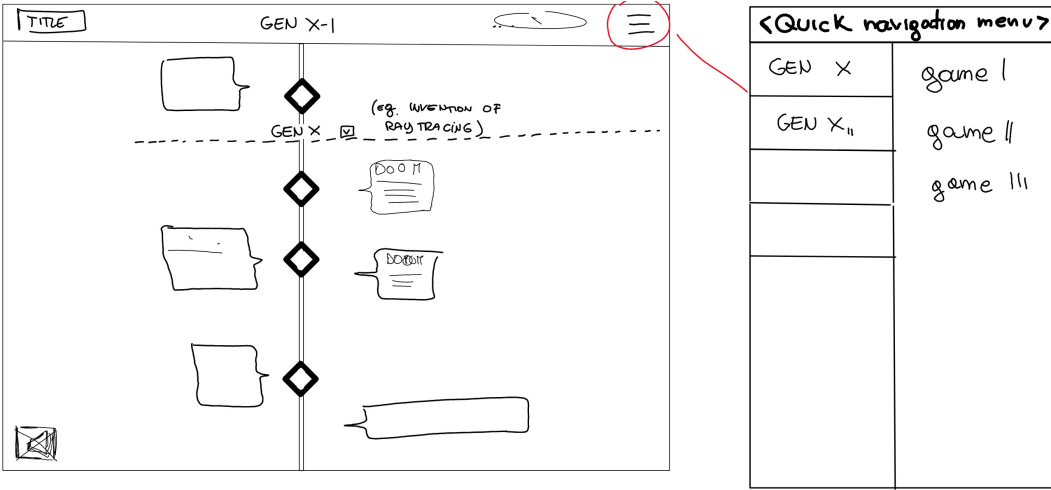
2.4 Website structure

2.4.1 Homepage



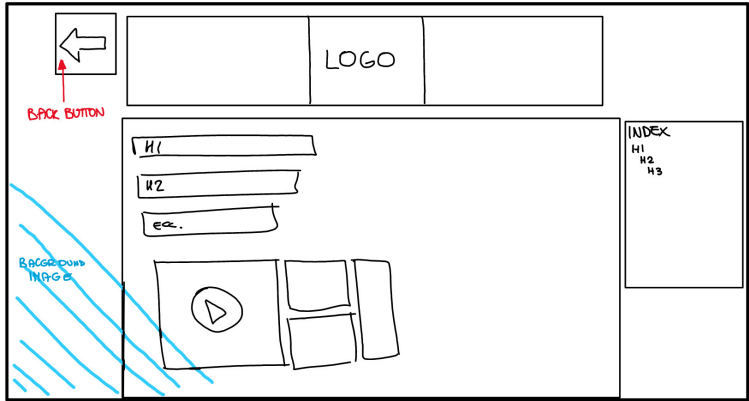
The homepage will feature many pictures taken from games arranged as a spiral, giving the idea of a journey through time.

2.4.2 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.

2.4.3 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.

2.5 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.

2.5.1 Example

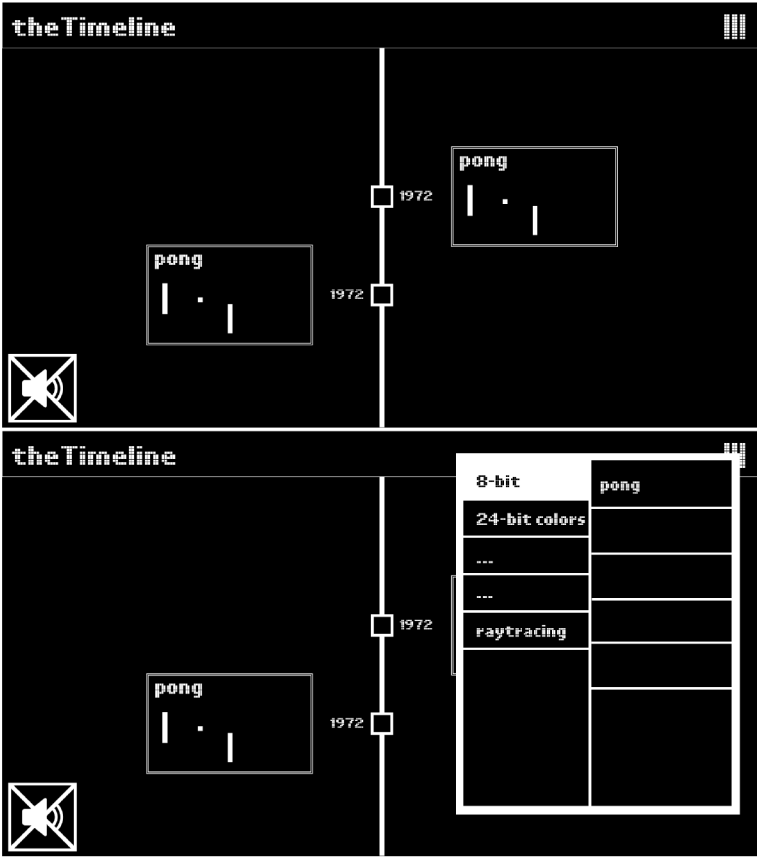


Figure 1: How the timeline looks during first generation

2.6 Directory tree

```
pub
├── documentation
│   └── Official_Documentation.pdf
├── web ..... The root of the webpage. Absolute paths start from here .
│   ├── common_media ..... Media resources usable by everyone.
│   │   ├── audio
│   │   ├── gif
│   │   ├── images
│   │   └── video
│   ├── styles ..... All the stylesheets are located inside this directory.
│   ├── html ..... Every page has a folder inside this directory.
│   └── script
```

2.7 Example page

```
└── web ..... The root of the webpage. Absolute paths start from here .
    ├── html ..... Every page has a folder inside this directory.
    │   ├── gen#_example_page ..... The directory of the page 'example_page'.
    │   │   ├── media ..... Here goes all the media used by 'example_page.html' .
    │   │   └── example_page.html ..... The .html page.
    └── ...
```

2.7.1 Remarks

- Every page folder has the prefix *gen#_* indicating the generation (e.g *gen1_example_page*)
- 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.

2.8 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.