# *Web Programming II (421-H20-HR)*

# *Assignment 4 – Animation*

Date assigned: Friday, May 1, 2020

Date due: **Thursday**, **May 14, 2020**

**Basic Rules for Assignments**

1. You MUST keep all the formatting for your code in an external CSS file. Uses classes and ids whenever possible and employ good naming standards. This will come in very handy when completing the final assignment. I recommend using a template (DWT in Dreamweaver) so that things can be styled the same easily.
2. We will use a “mobile first” design philosophy. The games must be able to play on mobile phones, tablets and desktops. They will likely behave slightly differently on each of these platforms. You are welcome to use bootstrap for the interface development.
3. Your JavaScript should be put into functions wherever possible and all functions should be kept in external files and linked to the html file that is using it.
4. This is to be taken professionally. Part of learning in this program is to learn to be a professional in the field. Make sure you take that into consideration.

**Learning Objectives**

Upon successful completion of this assignment, the student will be able to:

* Create an animated splash page using two types of animation

To do:

1. Create a folder named YourUserNameH20A04.
2. In this assignment you must work with the previous assignment that you completed.
3. Using the name of your game environment, design a splash page which will be the first page that user sees when starting the application. It can be a door that opens; floodlights that scan over an image on the page, moving letters/images, etc… use your imagination. If you use images make sure you attribute any copyright information as necessary. The following requirements must be met in the Splash page:
4. The file name must be index.html
5. You must use JavaScript for your animation;
6. The animation must be unique for at least 20 seconds (unique means that it cannot be the same two second animation repeated over and over in that 20 seconds);
7. You must use both a canvas and a non-canvas animation;
8. The animation must be related to your game;
9. The game environment name must be displayed on the Splash page; and,
10. There must be a way to skip the animation and go to the next page.
11. When the animation is complete or the user presses the Skip automatically jump to the intro.html page. When you get to the intro page, follow the same rules as in the last assignment.

Other things that you can do:

1. Update game.html to include animation while the game is played. This includes things like, but not limited to:
2. Dealing cards
3. Spinning/selecting poker chips/money for betting
4. Rolling dice
5. Spinning images
6. Dragging and dropping things like cards or poker chips
7. Using the techniques shown in class, make sure you are using event handlers effectively and using the event object where possible and necessary.
8. Make sure ALL the rules work for your game.
9. Make sure your game is mobile friendly. This does not mean just making the images responsive, but is MUCH more than that.
10. Test the game in a variety of conditions. Test the game of the other people doing your game. If you find “bugs” in your game play (i.e. assignment 3), fix them.

**To submit**

When you have completed the assignment, zip the YourUserNameH20A04 folder and save it to the Moodle drive for the course.