

Final Project Strategy_Stephens

Project Statement

I will create an interactive map of Italy, detailing my travels through various cities. Each city will showcase something to eat, something to see and something to love. This will serve as both a personal and educational journal of my journey.

Specific Project Goals

- Develop interactive home screen
 - Italy with each city
 - Mouseover expands each city
- Mouse click takes you to city screen
- 5 Unique City Screens
 - Each with an Eat, See, Love element
 - Mouseover to preview element
- Mouse click will take you to one of the three choices
- Option to go back one screen
- Create my own font?
- Animate home screen with plane flying into Milan, Train to each of the cities
- Potential for music/ sound

Inspirations, Resources, References

- [NatGeo Map Maker](#)
- [Interactive Map of Europe](#)
- [P5.tiledmap](#)
- [P5.scenemanager](#) ***
 - This library allows you to keep manage scenes- home scene, and subscenes.
 - Not exactly how to download and use library
- [Masi Tupungato](#)
 - Image based interactive Site
- [Mike Kus](#)
 - Cool Website Layout
 - Mouseover give more info on expanded sidebar
- [Peanut Gallery](#)
 - Google Interactive, uses Mic, plays video

Long Term Goals→ Short Term Timeline

- ❑ Week of December 4
 - ❑ Compile and Organize Media
 - ❑ Download Scene Manager Library
 - ❑ Set up “Home” Screen
 - ❑ Font Selections/ Creation
- ❑ Week of December 11
 - ❑ Create City Screens
 - ❑ Add Media for each city
 - ❑ Fine Tune Mouseover
- ❑ Week of December 18
 - ❑ Implement Class feedback
 - ❑ Clean up Aesthetics, Audio?

Working Prototype, Beta, Alpha

- *Working Prototype: All media should be gathered; basic functionality should be evident and working in your code. Code should be commented with pseudo code for future functionality.*
 - **Working Proto: By Monday, December 11→ Media Compiled and Organized, Home Screen, Font, Scene Manager Library, Comments for adding functionality for cities**
- *Between the working prototype and Beta: Greater sophistication of your code should be evident along with interactivity/time elements/working API's/3rd Party Libraries (ie, physics engines, sound, animation, etc). Your code should be working. Bugs are present, but you've already squashed quite a few. Several things may still need to be worked out*
 - **Beta: By Monday December 18→ City Screens w/ eat, see, love subscreens, Finetune Mouseover and clicking back to home screen**
- *Alpha Version: No bugs present. Smooth functionality to your code: interactivity, time, API's, smooth integration with 3rd Party Libraries*
 - **Alpha: By Friday, December 22→ No bugs, implement feedback, cleanup/ add aesthetics where applicable**