

## **Fidget.**

A interactive dating platform for the motor city casino

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## The Goal?

To design a interactive dating platform for the motor city casino, which has interactive features and is safe to use within it's environment for its user's

## The problem?

The casino will have alot of people in it so feeding in the information for you to access the dating platform will disrupt privacy.

There will be privacy issues for the users, mostly females as random users might approach them outside of the platform.

# Idea 1

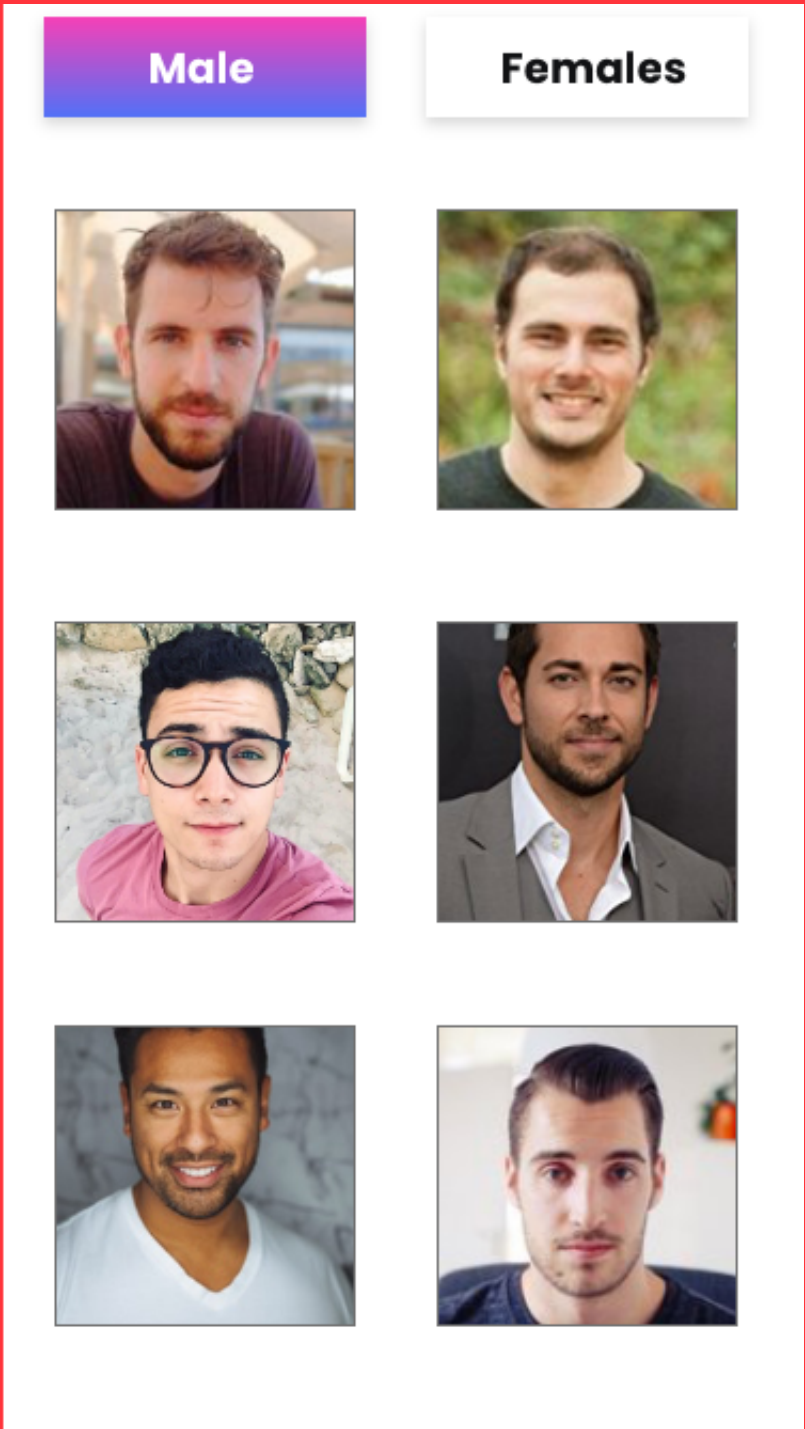
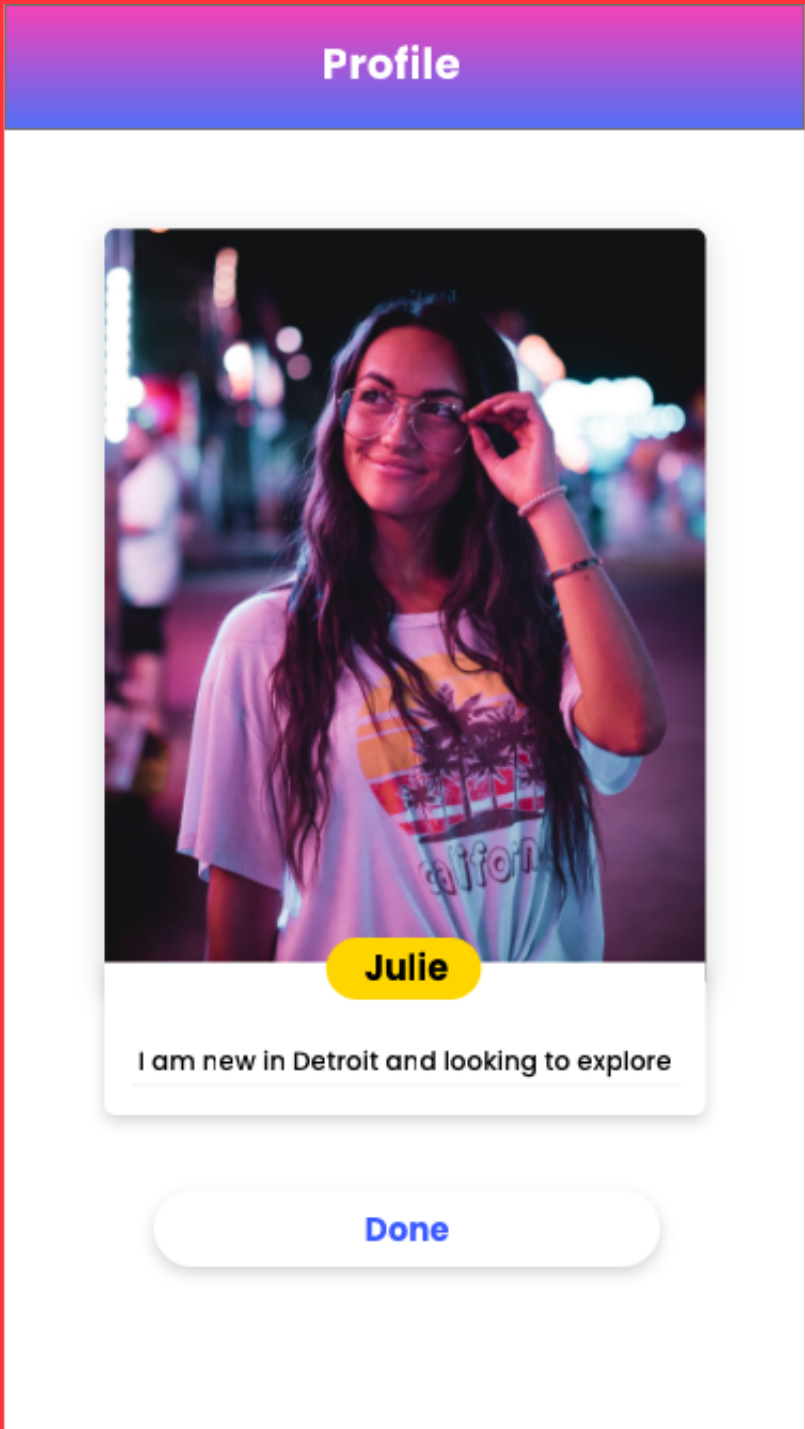
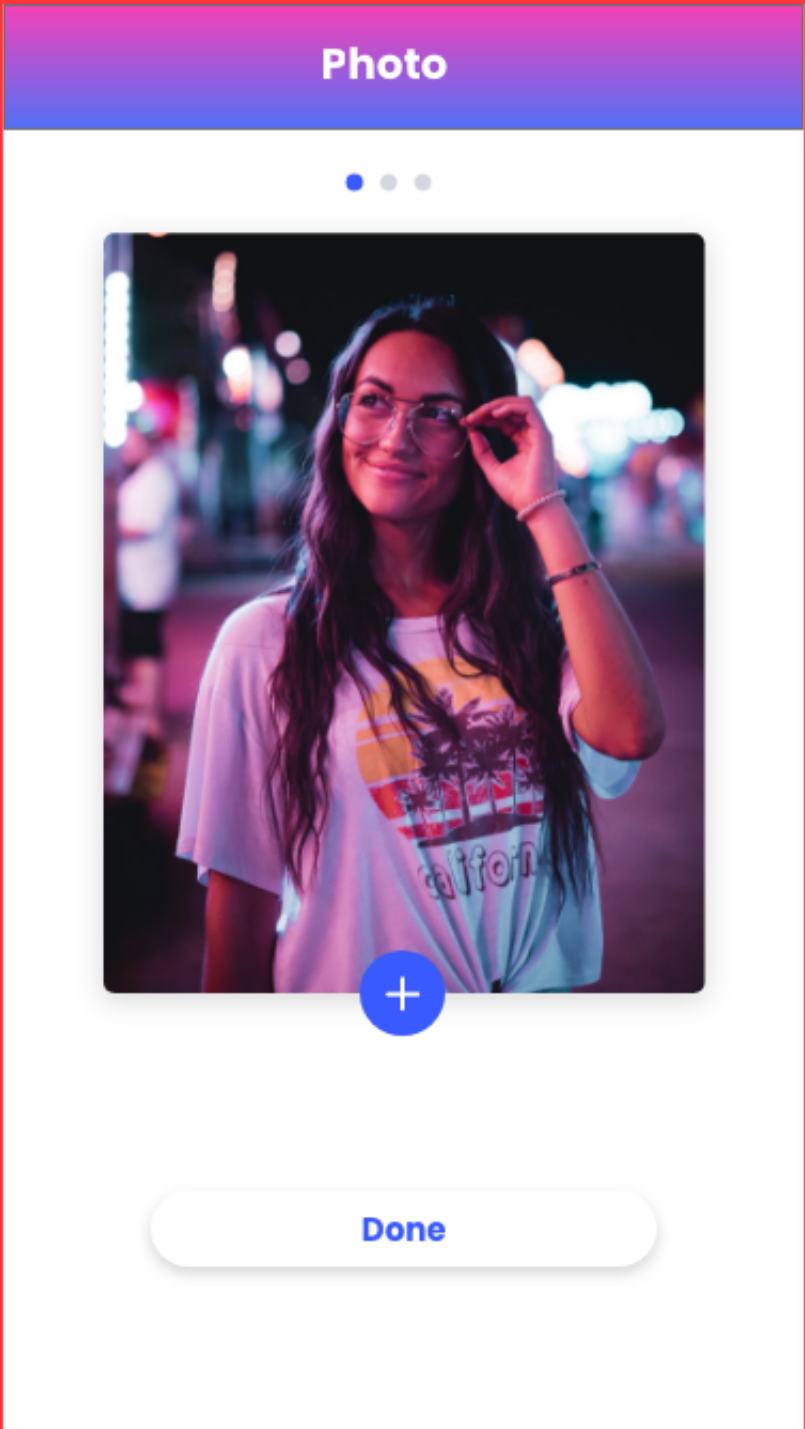
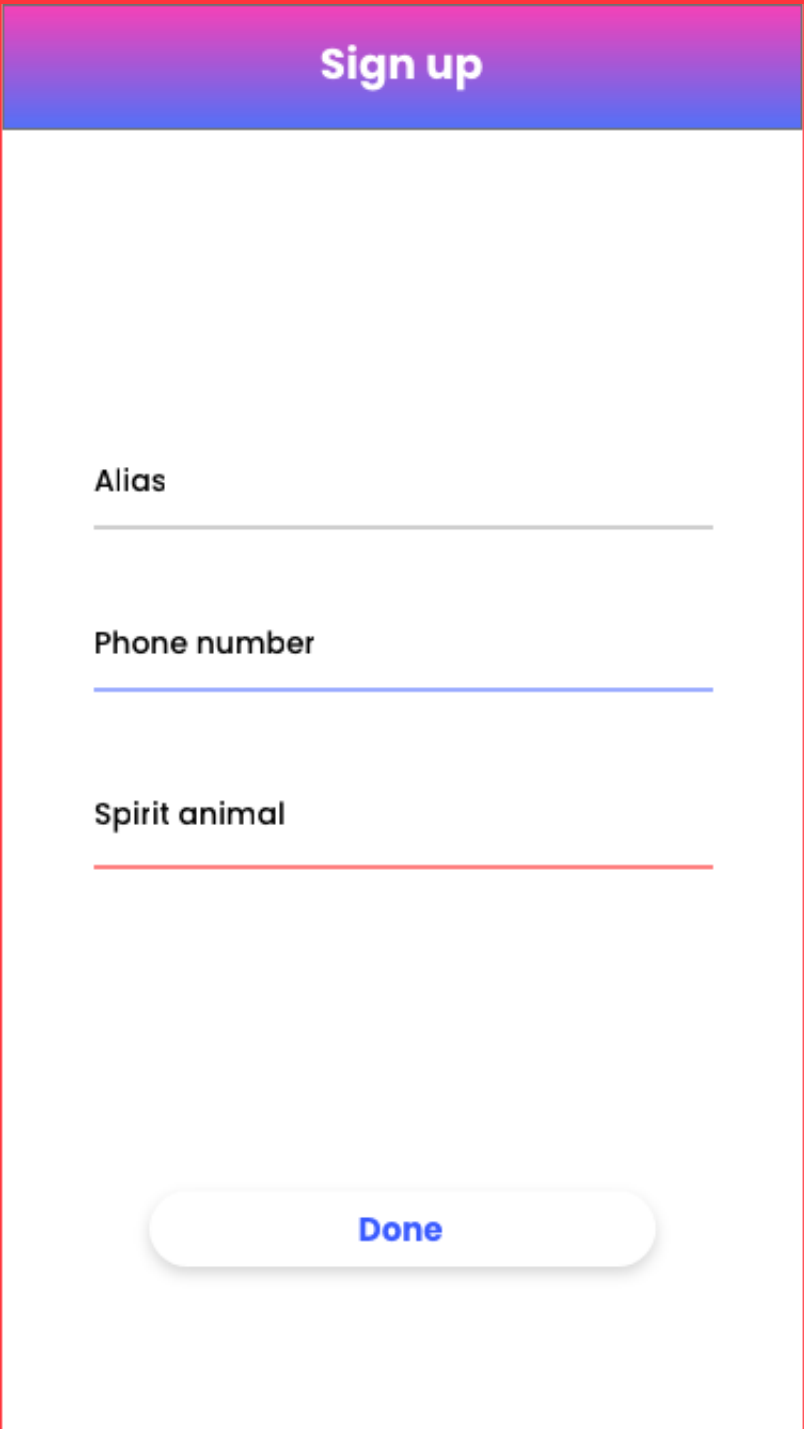
The dating platform functions as an app where you need to display personal information and then you get displayed with profiles of your preferred gender.

# Pro's

Its easy to build.  
Its easy to access without any knowledge of how it works.

# Con's

Lacks privacy  
Anyone can see the information you feed into the platform.  
Typing the information in the screen will we a big challenge.



## Idea 2

The dating platform displays only users by their spirit animals and gives the opportunity for every on to randomly chose what personality they want their partners to have

## Pro's

Private info and images wont be shared.

Which ever spirit animal the user picks gets an notification on their phone with a location to meet at.

## Con's

People wont know what the user looks like.

It will be like a blind date

## Idea 3

The dating platform displays only mens profiles and the women are allowed to chose whom would they want to start a conversation with.

## Pro's

This would help to eliminate the problems of people stacking

## Con's

What if men want to select whom to pick too?

What if girls want to pick girls?

What if guys have to pick guys?

How will they meet?

# Code For interface

## HTML

```
<!DOCTYPE html>
<html lang="en">

<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<meta http-equiv="X-UA-Compatible" content="ie=edge">
<title>Fidget</title>
<link rel="stylesheet" href="/css/style.css">
<script type="text/javascript" src="/script.js"></script>
</head>

<body>
<header>
  <a href="index.html" class="header-brand">Fidget</a>

  <nav>
    <ul>
      <li><a href="Home.html">Home</a></a></li>
      <li><a href="About.html">About us</a></a></li>
      <li><a href="Contact.html">Contact</a></a></li>
    </ul>
  </nav>

</header>
<main>
  <section class="index-banner">
    <div>
      

    </div>

    </section>
    <section class="button">
      <div>

        
      </div>
    </section>

  </main>
<footer>

</footer>

</body>

</html>
```

## Css

```
{
  text-decoration: none;
}

body {
  background-color: #f3f3f3;
}

header {
  background-color: #fff;
  width: 100%;
  height: 100px;
}

header .header-brand {
  font-family: poppins;
  font-size: 24px;
  font-weight: 900;
  color: red;
  text-transform: uppercase;
  display: block;
  margin: 0 auto;
  text-align: center;
  padding: 20px 0px
}

header nav ul {
  display: block;
  margin: 0 auto;
  width: fit-content;
}

header nav ul li {
  display: inline-block;
  float: left;
  list-style: none;
  padding: 0px 16px;
}

header nav ul li a {
  font-family: poppins;
  font-size: 16px;
  font-weight: 900;
  color: red;
}

header .header-cases {
  display: none;
}

index-banner {

  width: 100%;
  height: calc(100vh - 100px);
  background-image: url("image/img1.jpg");
  background-repeat: no-repeat;
  background-position: center;
  background-size: small;
}

.button {
  width: 100%;
  height: calc(100vh - 100px);
  background-image: url("image/img2.jpg");
  background-repeat: no-repeat;
  background-position: center;
  background-size: contain;
}
```

# Code For camera to Click a selfish

## HTML

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <title>click a selfie</title>
  <script src="script.js"></script>
  <link rel="stylesheet" href="css/styles.css">

</head>

<body>
  <h3>Demo: Take a Selfie With JavaScript</h3>

  <div class="container">

    <div class="app">

      <a href="#" id="start-camera" class="visible">Touch here to start the app.</a>
      <video id="camera-stream"></video>
      <img id="snap">

      <p id="error-message"></p>

      <div class="controls">
        <a href="#" id="delete-photo" title="Delete Photo" class="disabled"><i class="material-icons">delete</i></a>
        <a href="#" id="take-photo" title="Take Photo"><i class="material-icons">camera_alt</i></a>
        <a href="#" id="download-photo" download="selfie.png" title="Save Photo" class="disabled"><i class="material-icons">file_download</i></a>
      </div>

      <!-- Hidden canvas element. Used for taking snapshot of video. -->
      <canvas></canvas>

    </div>

  </div>

</body>

</html>
```

## js

```
var video = document.querySelector("#camera-stream"),
    image = document.querySelector("#snap"),
    start_camera = document.querySelector("#start-camera"),
    controls = document.querySelector('.controls'),
    take_photo_btn = document.querySelector("#take-photo"),
    delete_photo_btn = document.querySelector("#delete-photo"),
    download_photo_btn = document.querySelector("#download-photo"),
    error_message = document.querySelector("#error-message");

navigator.getMedia = (navigator.getUserMedia ||
  navigator.webkitGetUserMedia ||
  navigator.mozGetUserMedia ||
  navigator.msGetUserMedia);

if (!navigator.getMedia) {
  displayErrorMessage("Your browser doesn't have support for the navigator.getUserMedia interface.");
} else {

  navigator.getMedia({
    video: true
  },

  function (stream) {

    video.src = window.URL.createObjectURL(stream);

    video.play();
    video.onplay = function () {
      showVideo();
    };

  },
  function (err) {
    displayErrorMessage("There was an error with accessing the camera stream: " + err.name, err);
  }
);

start_camera.addEventListener("click", function (e) {

  e.preventDefault();
  video.play();
  showVideo();

});

take_photo_btn.addEventListener("click", function (e) {

  e.preventDefault();

  var snap = takeSnapshot();
  image.setAttribute('src', snap);
  image.classList.add("visible");
  delete_photo_btn.classList.remove("disabled");
  download_photo_btn.classList.remove("disabled");

  download_photo_btn.href = snap;

  video.pause();

});

delete_photo_btn.addEventListener("click", function (e) {

  e.preventDefault();
  image.setAttribute('src', "");
  image.classList.remove("visible");

  delete_photo_btn.classList.add("disabled");
  download_photo_btn.classList.add("disabled");

  video.play();

});

function showVideo() {

  hideUI();
  video.classList.add("visible");
  controls.classList.add("visible");
}

function takeSnapshot() {

  var hidden_canvas = document.querySelector('canvas'),
    context = hidden_canvas.getContext('2d');

  var width = video.videoWidth,
    height = video.videoHeight;

  if (width && height) {
    hidden_canvas.width = width;
    hidden_canvas.height = height;

    context.drawImage(video, 0, 0, width, height);

    return hidden_canvas.toDataURL('image/png');
  }
}

function displayErrorMessage(error_msg, error) {
  error = error || "";
  if (error) {
    console.log(error);
  }

  error_message.innerText = error_msg;

  hideUI();
  error_message.classList.add("visible");
}

function hideUI() {

  controls.classList.remove("visible");
  start_camera.classList.remove("visible");
  video.classList.remove("visible");
  snap.classList.remove("visible");
  error_message.classList.remove("visible");
}
```