

Project 2

Due Date: November 1

Project Description

This project gives you chance to let your creative side come out!

Your dear old and eccentric Aunt Mathilda recently passed away, and she left you in possession of a huge warehouse full of, well let's say, *unusual* objects. You decide that there is money to be made, so you build a new museum to house these items, and become its curator. You call this venture:

The Museum of the Odd and Bizarre

You would like to advertise your new museum and get more visitors, so you decide to put your new skills in web design, HTML, CSS, and Fireworks to good use by building a complete web site (multiple pages). Using static and animated images, the site will describe the attraction(s), as well as have general information about the museum for the inquisitive visitor.

Requirements

Create your museum web site using Komodo Edit, HTML5, CSS, Fireworks, and/or other tool(s). Update your gateway page by adding a link to the museum's home page for easy access.

At minimum, your pages must contain the following:

- A cohesive overall design and **custom** color scheme, consistent across all of the pages of the site. CSS should be used liberally to ensure that all pages follow the color scheme and design.
- A custom banner at the top of all pages proclaiming your museum. This might be a good place to have your "combination image" (see below).
- A **horizontal** navigation bar made up of **custom** links that change appearance when hovering, etc. through the use of CSS. The links in this section are for moving about your pages and (possibly) to external site(s). Your site must have (global) navigation links to at least three pages in addition to the home page (not necessarily in this order):
 1. **VISIT:** This link brings up a page to help the visitor get to and get around the museum. This page should include a secondary (local) navigation bar that has options for (not necessarily in this order):
 - (a) Displaying the museum's floor plan. The floor plan should be custom-made in Fireworks (or similar), be made with **vector graphics** (thus it should be line art), and look as professional as possible.
 - (b) Showing travel information. This page should include an image of a Google or Mapquest street map of the town in which the museum is located.¹ You should edit this map to include an icon of the museum at its location. In addition, you should add in new roads and a parking lot, all nicely labeled, and done in such a manner that it looks like part of the real map. Note that the map should be zoomed in enough to be able to make out these details.
This page should also include written directions (from the North and/or South, for example), coinciding with the map described above.

¹You can situate your virtual museum anywhere you wish.

(c) Displaying opening times and rates.

Each of these should actually be in a different page, but *look* like the user is just changing the contents of the page.

2. **EXHIBITS:** This links to a page that describes several of the regular exhibits in the museum. This page should be colorful, have several images, and be generally attention grabbing, *while at the same time* sticking to the overall design scheme.
 3. **CONTACT:** This brings up a page with contact information: phone numbers, email addresses, ways to donate, etc.
 4. You may include additional links to appropriate pages. Note that you may have “dummy” links; e.g., a label that “links” to another museum across the country that your company owns. It’s OK if such a link doesn’t actually work.²
- Highlight of a special event/display on the site home page. This should include a **custom** animated image made in Fireworks (or similar). Part of this image should be made from one of the pictures listed on the course web page under “Project 2 Images.”
 - A mix of vector and bitmap graphics. As noted above, the floor plan should be done with vector graphics.
 - At least one of the images on your site must be bitmapped and be a combination of *at least* three pictures. This “combination” image must include two of the pictures listed on the course web page under “Project 2 Images.”
 - From any page, there must be some way to get back to the home page. You can do this via a link in the horizontal navigation bar or in some other way.

Notes

As in Project 1, you should follow the design principles discussed in class. Furthermore, now that you are able to use CSS and Fireworks, your pages should look more professional. This is also a good chance for you to be creative. Simple quantity will not be rewarded, but good quality and imaginative graphics certainly will be.

I urge you to look at museum or other sites on the web to get some ideas of how to organize your pages. For example, see how designers allow users to link back to the home page from wherever they are in a site.

Because this is for educational (not for profit) purposes, you can legally use additional images taken from just about any web site.

Project Submission

For full credit, you must be sure your web pages and all necessary files are stored in your www folder on cs.wheatoncollege.edu by 11:59:59 PM on November 1st. Remember to try out your pages by clicking on the new link on your gateway page, as well as all of the links on the new site.

Submit hard copy of screen shots of your web pages, plus your HTML and CSS code, in class the following day. Write and sign the Wheaton Honor Code pledge at the bottom of your submission.

²It would be nice if you made a rudimentary page (just a heading, for example) for such links, though.