A picture containing text

Description automatically generated

**INDIVIDUAL SUMMARY REPORT**

**Student number: 40301191**

In this document I am going to describe features within the game that I worked on and the level of contribution. I will clearly describe aspects of significant development involving HTML, CSS and JavaScript as well as highlighting the top features of the game.

To ensure our escape room was consistent for good quality of user experience I created a CSS page for the layout (generalLayout.css). this ensures that the header, footer, images, font size, font colour and other aspects are all consistent.

\* {

font-family: sans-serif;

box-sizing:border-box;

}

body {

zoom: 100%;

Graphical user interface, website

Description automatically generated height: 100%;

text-align: center;

color: #FFFFFF;

background-color:#000000;

overflow:hidden;

margin:0;

padding: 0;

overflow-y: hidden;

}

#wrapper {

width: 100%;

height: 100%;

margin: auto;

text-align: center;

position: absolute;

top:0;

z-index: 1;

visibility: hidden;

}

#banner {

margin: 1%;

text-align: center;

overflow: auto;

border: 3px #FFFFFF solid;

border-radius: 25px;

}

#nameBar {

text-align: left;

overflow:auto;

padding:15px;

}

I completed the credits page(creditsPage.html) using HTML and CSS this included features such as inserting background video and functionality such as (hover, onclick, onresize and onload).

Scroll bar and onload functionality:

A picture containing text, outdoor, sign, screenshot

Description automatically generated <body onload="chcekIfSrollbarIsNeeded();"

onresize="chcekIfSrollbarIsNeeded();">

Background video:

<div id="videoBackground">

<video id="backgroundVideo"autoplay loop muted>

<source src="videos/Covid%20without%20text.mp4"

type="video/mp4">

</video>

</div>

Hover functionality:

span:hover{

color:lightblue;

cursor: pointer;

}

Lose.html was my reasonability, I therefore added all necessary HTML and CSS including video, transparency and onclick features.

A picture containing text, acarine

Description automatically generated

Video Code:

<video autoplay muted loop id="myVideo">

<source src="videos/Covid without text.mp4"

type="video/mp4">

Your browser does not support HTML5 video.

</video>

On Click Functionality:

<div>

<button id="myBtn" onclick="tryAgain()">Try Again</button>

</div>

<script>

function tryAgain(){

document.location.href="startScreen.html"

}

</script>

A screenshot of a computer

Description automatically generated with medium confidence

I completed the both statistics pages for ‘COV!D CR!S!S’

(finalScreenLeaderBoard.html and finalScreen.html)

CSS and HTML as well as design related JavaScript,

I used a table to display this information. However,

I wanted to make the leader board easy to read and

aesthetically pleasing for the user so I spent longer

researching and implementing the CSS for the statistic

pages with the aim of improving user experience.

Table:

<table>

A picture containing text, monitor, electronics, black

Description automatically generated <thead>

<tr>

<th class = "room">Name</th>

<th class="tt">Time</th>

</tr>

</thead>

<tbody>

</tbody>

</table>

The initial hallway(initialHallway.html) and hallway (hallway.html) both use the same CSS (hallway.css). the hallway page includes image mapping to select the keypad and move to the next page using the onclick function. I wanted to use this method as after some research I decided this was the most suitable. Furthermore, both pages include the scroll functionality as this means the user must explore and interact with the page to find the keypad as well as ensuring the webpage fits the screen size.

A picture containing text, screenshot

Description automatically generatedImage mapping:

<img src="images/editedHallway.png"

usemap="#image-map">

<map name="image-map">

<!-- href to basement-->

<area target="basement" alt="door handle"

title="go to basement" onclick="basementClick();"

coords="804,335,907,397"

A picture containing text

Description automatically generatedshape="rect">

<area target="pad" alt="colourpad"

title="Go To keypad" onclick="colourPadClick();"

coords="603,223,654,278" shape="rect">

</map>

I added the escape page (escape.html) to add to the story of our escape room and to help with overall user’s experience. This included inserting a video that automatically plays of the door opening (user escaping the house)

Graphical user interface, website

Description automatically generatedVideo:

<div id = "door">

<video width = 100% height = 100% controls

autoplay muted onended="myFunction();">

<source src = "videos/doorOpen.mp4"

type = "video/mp4">

<source src= "movie.ogg"

type = "video/ogg">

Your browser does not support the video tag

</video>

In terms of JavaScript I created the event listener and window size reporting for all pages to ensure that pages will display correctly on different screen sizes.

event listener and window size reporting:

<script type="text/javascript">

window.addEventListener('resize', reportWindowSize);

window.addEventListener('load', reportWindowSize);

function reportWindowSize() {

var x = window.innerWidth;

var y = window.innerHeight;

var dims = document.getElementById('dims');

dims.innerHTML = x + ' x ' + y;

}

</script>

In addition to this I inserted the text display in accordance with the timer for the initial hallway, the hallway and the escape page, this involved the use of JavaScript Timed Events.

Hallway.js and initial hallway.js are 2 files that I created in order to enable timer and text changing functionality as well as image mapping.

Image mapping:

<img src="images/editedHallway.png"

usemap="#image-map">

<map name="image-map">

<!-- href to basement-->

<area target="basement" alt="door handle"

title="go to basement" onclick="basementClick();"

coords="804,335,907,397"

shape="rect">

<area target="pad" alt="colourpad"

title="Go To keypad" onclick="colourPadClick();"

coords="603,223,654,278" shape="rect">

</map>

The lose.html page includes a small amount of JavaScript which includes ‘getElementByID ‘and other functions to ensure that the video and button are robust.

Furthermore, I inserted all videos and all related functionality in the pages, such as the credits page, lose page, escape page, leader board and breakdown.

Above I have attached code snippets of inserting videos

The top features that I played a leading role in would be image mapping, this was a functionality that required extra reading and it meant that our game removed the issue that we were having with buttons. The buttons were not moving on the screen when the image resized. Image mapping was used in multiple pages includes the hallway (hallway.html and findItems.html). I fully implemented and marked the co-ordinates for the hallway as well as informing other members on how to solve our problem.

In addition to this I played a major role in the JavaScript Timed Events and Data Collection, this involved recording hallway and initial hallway times using ‘sessionStorage’ and displaying statistics for the breakdown and leader board using ‘localStorage’. To improve user experience I sourced and edited all videos in our game as well as adding event listeners to all pages to ensure web page adjusts accordingly.

Outside of the game I took on the responsibility on behalf of our group to complete our COV!D CR!S!S PowerPoint presentation and image sourcing document as well as the majority of designing and choosing our escape room name of COV!D CR!S!S.

JavaScriptTimedEvents:

function textAppear(){

gTimer();

accessabilityOptions();

startingText = sessionStorage.getItem('name')+': I better go to that keypad and get out of this house quickly before the restrictions change';

consoleText(startingText,document.getElementById('textBox'));

}