Personal Page Isaac

Jan 17 (1hr) - Met the client for the first time to discuss the project.

Jan 20-25 (4hr) - Spent some time this week investigating simile's configuration. So far I like what I see. Apparently simile does have the ability to set custom "click" events that can do whatever I want, so that's cool... The look everything can be set using "themes"... Will have to investigate just how powerful themes are...

Additionally, I've also discovered this super rad thing in simile that allows me to have the mouse wheel change the zoom of the timeline, this might be useful for setting date ranges... if it doesn't work, only way I can see doing the date range thing is refreshing the entire timeline... and that's ugly.

Jan 28-31 (3hr) - Researched the timemap plugin for simile and began experimenting on implementing it

Feb 2 (8hr) - We had a big meeting today. Unfortunately, prior to today I hadn't actually tried to get our system up and running on my system, apparently because my horrifically outdated mac os it took some doing to get it working. I spent most of the day updating random software. By the of the day, however, I got everything working and could now actually begin using it... what a waste of a day.

Feb 7 (2hr) - updated the risks in the project plan... made a risk assessment diagram

Feb 18 (4hr) - created a working timeline with a map integration. Added some example pins that will be replaced by existing branches.

Feb 20 (6hr) - showed off my fancy timemap, found out braeden didn't like how it worked and that was diffictult to integrate with his architecture. We decided that the only advantage we got from using the timemap plugin was that it helped us hide and show pins at appropriate times, we decided this was easy to do on our own. So we then discussed how we could set up some kind of map API that the timeline would call to hide and show pins at appropriate times. So from here, I started working on Simile from scratch again, except this time I was just dealing with the timeline rather than the timemap plugin as well. Admittedly the timemap plugin was rather heavy for what we were wanting it to do.

Feb 23 (1hr) - worked on Zombies On Campus review

Feb 26 (3hr) - finished up my work with simile and got a working timeline that handled taking in a list of branches, and then telling the map when to show what branches. Sent that along to braeden.

Mar 10-13 (4hr) - Worked on the timeline and fixed up the look to make it look how we wanted. Got it all working with branches, fixed some bugs.

Mar 14 (1hr) - Demo for Eleni

Mar 16 (4hr) - did some more work on the timeline, added boundaries using black boxes. Fixed some bugs. Fixed some issues where the timeline was showing branches in the wrong order. oops.

Mar 22 (5hr) - began learning knockout.js. It was a little late for this, but I wanted to get working on the game side.

Mar 23 (8hr) - had to completely redesign all the timeline code because of a mistake I made in the architecture of it. However, once I was done, I had both the code for stories and maps working as well as branches. So The code now hides and shows branches, stories and maps all based on the time period. woot woot

With the help of Braeden, I also added year numbers to the current time frame and added nice looking borders on the edge of the timeline...

Mar 29 (9hr) - Finalized just about everything about the timeline. Fixed bugs, made it look pretty. S'all good now...

Also hid year numbers that are outside of the range of the timeline. timeline's lookin really good now.

Mar 30 (10hr) - Spent the day learning how to properly use jquery to make the quest pop up. Did all that, and the pop up looks ok.

Had to learn how braeden's architecture worked so I could put the pop up code in the site. Got the code all working, and now the pop up appears when you complete tasks and discover tasks! Hooray. There's even different backgrounds for each... yay!

Apr 1 (8hr) - Mostly finalized the pop up. everything works, we just need to get the proper images in. waiting for braeden to give me the proper images.

Went back to the timeline for a bit because people found some bugs... :(

Apr 2 (4hr) - Fixed the pop up and now it actually looks good, and links to the hyquest page.

Also made the title button on top of the page that links back and forth between the timemap and the hyq page. Got taylors and braedens help with a bit of stylizing but it looks good now. I didn't realize shadows were so important...

Apr 7 (1hr) - prepared my slide for the presentation tomorrow. Gonna talk about Simile.

Apr 8 (2hr) - Presentation today. I ended up talking about retrospective challenges too, so that's cool.

Apr 9 (5hr) - Updated my personal page. Also created a work flow diagram describing the how to navigate our web page.

Total Time : 93hr