

SGRAI FINAL DELIVERY

ISEP

Components of the group

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Introduction

In this Project we have worked in the construction of a Virtual Campus inspired in the ISEP Campus. To develop it, we have use as a template the Project Thumb Raiser-Merged CD. Some of the tools and lenguajes that have been used are lil-gui, three.js, html, css and javascript. We have used Github: <https://github.com/GuilleLita/Lab5G103>.

Explication of the US

US 601/603/604

First of all, we see a main page in which we should select the building we want to see. Then, we will able to select the floor and when we click in any floor, we are able to see the map of the specific floor. We can go back and select again the floor we want.

US 602

The walls, floor and the doors have different textures. We have created the difference between walls and doors creating a matrix which represent the map of each floor.

US 605/606

We have a robot which could be manage with the arrows of the keyboard.

US 607

We have created 3 different exits in our files, because in Building B floor 2 we have 3 hallways to go to different buildings. When you go to the hallway, it appears a message which alert that you are crossing to another building. Then, we change the .html file of the other floor.

US 608

You can enter to the elevator and you will be redirectionated to a new screen which ask you to what floor do you want to go. If you are in the elevator by mistake, you can select again the current floor. We have used the same process that we used to do the exits of the hallways.