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# Team members

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  + Class: 9G
  + Role: Designer

# Topic

* The topic of the project was to create a site or game on a geographical or historical theme, implemented using HTML5, CSS3, JavaScript. We had a month to form our team, discuss the topic and come up with an idea. You can read more about the implementation of the project in the next section.

# Our site

* **The Idea**
  + Our idea was to create a website that would inform readers about a total of 6 geographical and historical locations.
* **How does the site work?**
  + We made Main page, About us page, Feedback page and two pages for our maps which are included in the Home page.
  + The first page is called Home. There you can see two fields: one for the geographical page and the other for the historical page.
  + The About us page presents our team.
  + In the Feedback page all visitors can ask questions or give an opinion about the site and the information provided.
  + In the historical page you can see a map showing 3 marked places in our country. We chose these areas because they were once Bulgarian capitals. Below the map there are fields with information and images of the places. For more information, there are buttons opening another sites with interesting information.
  + In the geographical page you can see a map showing other 3 marked places. We chose them as one of the most beautiful and famous landmarks in Bulgaria. Below the map there are another fields with information and images of the places. For more information, there are buttons opening another sites with interesting information.

Home

About Us

Feedback

hisMap

geoMap

# Summary

* **Stages of realization**
  + The first important thing we did was assign the roles and come up with a team name
  + The second key thing communication between us and the performance of the tasks
* **Special functions**
  + For both maps we used Leaflet – a JavaScript library for interactive maps. We used L.map, L.marker, .openPopup, .bindPopup and others

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| **Factory** | **Description** |
| L.map(<String> *id*, <Map options> *options?*) | Instantiates a map object given the DOM ID of a <div> element and optionally an object literal with Map options. |
| L.map(<HTMLElement> *el*, <Map options> *options?*) | Instantiates a map object given an instance of a <div> HTML element and optionally an object literal with Map options. |
| openPopup(<[Popup](https://leafletjs.com/SlavaUkraini/reference.html#popup)> *popup*) | Opens the specified popup while closing the previously opened (to make sure only one is opened at one time for usability). |
| openPopup(<String|HTMLElement>  *content*,<[LatLng](https://leafletjs.com/SlavaUkraini/reference.html#latlng)> *latlng*,   <[Popup options](https://leafletjs.com/SlavaUkraini/reference.html#popup-option)> *options?*) | Creates a popup with the specified content and options and opens it in the given point on a map. |
| bindPopup(<String|HTMLElement|  Function|Popup>*content*, <[Popup options](https://leafletjs.com/SlavaUkraini/reference.html#popup-option)> *options?*) | Binds a popup to the layer with the passed content and sets up the necessary event listeners. If a Function is passed it will receive the layer as the first argument and should return a String or HTMLElement. |

* This project taught us to work in a team, go through difficulties together and improved our skills.
* **Future updates -** Updates to the site are entirely possible. In the future, new places with relevant information may be added. As major changes, separate pages for other countries and gradually maps of the continents and why not a map of the world.