**INFT3050 – WEB PROGRAMMING**

**ASSIGNMENT 2**

**SUPPORTING DOCUMENT**

**1. BACKGROUND MATERIAL**

**1.1 Images and Sound**

We make use of a variety of images and sound sample from the Internet for our web application. The following reference list details each image used and its source:

**Background Images**

* WelcomeBG.jpg (Splash Screen)

<<http://s2.img.766.com/224/120319/1446/279217.jpg>>

* MainBG.jpg (Main page)

<<http://i.imgur.com/20LjW6J.png>>

* FightBG.jpg (Fight page)

<<http://img.douxie.cn/upload/a/2014/05/16/537579b91647e.jpg>>

* ErrorBG.jpg (Error page)

<<http://www.51pptmoban.com/d/file/2014/06/08/28b48a6780b2b7573bd28e71e83b81f5.jpg>>

**Character Images**

* air1.jpg

<<https://pp.vk.me/c320728/v320728476/39/SzQ7nuVmSlk.jpg>>

* air2.jpg

<<https://halyvourgos.files.wordpress.com/2014/02/monster_valhalla.jpg>>

* air3.jpg

<<https://pp.vk.me/c406516/v406516930/51cd/ROvJzwiVvHg.jpg>>

* earth1.jpg

<<http://img.joemonster.org/i/2014/06/bogowie_02.jpg> >

* earth2.jpg

<<https://img-fotki.yandex.ru/get/15583/93383.21/0_d8ca8_967bcaba_XL.jpg>>

* earth3.jpg

<<http://i38.servimg.com/u/f38/19/08/25/01/urmek11.jpg>>

* fire1.jpg <<http://media.wizards.com/images/magic/daily/arcana/678_d1foa1k8y2_art.jpg>>
* fire2.jpg <<http://mediadominaria.cursecdn.com/attachments/78/278/635032491682042815.jpg>>
* fire3.jpg

<<http://www.artofmtg.com/wp-content/uploads/2014/04/Titan-of-Eternal-Fire-Art.jpg>>

* water1.jpg

<<http://www.elsoshvar.com/_ph/6/784411880.jpg>>

* water2.jpg

<<https://pp.vk.me/c604525/v604525316/2429/nzyaWPpmfjs.jpg>>

* water3.jpg

<<http://img.hdwpics.com/51DC0DD5BACE/agradecemos-sua-visita-se-gostou.jpg>>

**Element Images**

* Original Image <<https://tarotelements.files.wordpress.com/2015/04/ed-header.jpg>>
* air.jpg
* earth.jpg
* fire.jpg
* water.jpg

**Background Music**

* The Dawn.mp3 <<http://www.yekafei.com/dreamtale-the-dawn-ape-mp3.html>>

**1.2 Online codes**

The following reference list details the source of each code and which page it was used in. The references are also included in the in-code comments.

* **How to create a pop-up div on mouse over and stay when click**

<<http://stackoverflow.com/questions/20064226/how-to-create-a-pop-up-div-on-mouse-over-and-stay-when-click>>

Register.aspx

* **Sending email in .NET through Gmail**

<<https://stackoverflow.com/questions/32260/sending-email-in-net-through-gmail>>

Register.aspx.cs, Login.aspx.cs, UploadExercisePoints.aspx.cs

* **Timestamp to solve back-button problems**

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Register.aspx.cs, Login.aspx.cs, UploadExercisePoints.aspx.cs

* **Query String**

<<http://www.dotnetperls.com/querystring>>

Activate.aspx.cs, ValidateExercise.aspx.cs

* **Default redirect for Error 404**

<<http://stackoverflow.com/questions/4483849/default-redirect-for-error-404>>

Web.config

* **Upload Profile Picture**

<<http://www.cnblogs.com/yc-755909659/archive/2013/04/17/3026409.html>>

UploadProfilePicture.aspx.cs

**2. EXPLANATION OF LAYOUT AND DESIGN**

**2.1 Navigation**

* The Splash screen of the game is the first page that the users interact with. From this page, the users can choose to either register a new user account or log in to an existing account.
* If the users select the Register button, they will be redirected to the Registration page where they can fill out the required information to create a new account. After that, an email will be sent to the users to validate their account.
* When users click on the validation link, they are directed to the Validation page indicating that registration is successful. After 5 seconds, the will be redirected to the Main page.
* From Main page, they have several options to Begin Fight, view Fight History, Create Titans, Manage Titans, view Hall of Fame, Upload Exercise Points, and Manage Exercise Points. Users can navigate among these pages easily using Menu buttons located on the far left of the screen.
* When the users are logged in, however, in every page there is an option for the user to log out of their account, and to return to Main page.
* That said, if the users select the Begin Fight page, they are first redirected to Rival Selection page to select their rival. After that, they will be redirected to the actual Fight page.
* From the Fight page, users can select Begin Fight or Cancel Fight. If they select Begin Fight, they will be redirected to the Fight Outcome page and have an option to return to Main page. If they Cancel Fight, they will be directly returned to the Main page.
* When the users log out of their account, they are redirected to a Logout page indicating that logout is successful. From there, they can click a button to return to Splash Screen.

**2.2 Design**

We use a consistent design throughout all pages of the game with the uses of attractive and colorful background images, as well as buttons with big label and stand-out color. The users are also greeted with fighting-themed music in the Splash Screen.

* The Splash Screen contains game’s title in large, clear fonts with a 48-word description of the game displayed in smaller size. The Register and Login buttons are located on top-right for easy recognition.
* The design for the Main page is divided into 2 main sections: On the far left of the screen displayed a list of Menu buttons to access all other pages. These buttons will be displayed in almost all other pages, except the actual Fight page, for ease of navigation. A major portion of the screen on the right is dedicated for the detailed, specific layout of each page such as:
* In the Main page, information of the user’s Titans is displayed with their image. A drop down list is provided to view multiple Titans.
* In the Create Titans page, 4 small images representing the 4 Elemental Classes are displayed and can be clicked on by users to select a Titan of that class. When it is clicked, images of 3 different Titans of that class are displayed with their names. Users can select the titan by clicking on the image.
* The design for Manage Titans and Manage Exercise Points are similar in which full information of Titans are displayed while the difference is that users can change their name, or allocate exercise points to a Titan respectively.
* The design of the actual Fight page is different from the rest as it gives users the feel of a battle field. The page layout is divided by two in which each user’s Titan image and statistics are displayed on each side of the screen with a big “VS” symbol placed in the middle.