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December 2015
WIA - Project - Week 4

Zombie Survival Site

The reason that I chose this subject matter for my site is because I absolutely love anything zombie related. One book that I really enjoy is called, "The Zombie Survival Guide" and I decided that it would be neat to create a website that was along the same lines as that book.

The website has a very dark and sinister look to it, but I think what really makes it is the audio that I implemented into my site. It's a very creepy sounding track, but makes me think of moving forward/running/surviving. My website is set as if the zombie apocalypse is currently happening and instructing people who happen to be using the site what to do and giving them information about the outbreak itself.

Project Elements

★ Canvas x2

- First Canvas Element: Used to draw "About The Zombie Outbreak" header.
 - Located on line 50 - index.html
- Second Canvas Element: Used to draw whether or not canvas is supported in the current browser. Seen in #footer element.
 - Located on line 396 - index.html

★ HTML5 Audio

- The audio file is loaded into the browser at 50% volume with autoplay enabled, as well as looping.
 - HTML5 element located on line 44 - index.html
 - Functionality JS located on line 83 - main.js

★ Modernizr

- Linked/referenced on line 15 - index.html
 - Reflected functionality in the console as well as through canvas element within the footer element at the bottom of the page.
- Functionality JS located on line 9 through 40 - main.js
- Used HTML5 Shiv as well as flashcanvas.js for polyfill referenced on lines 19 and 20 - index.html
 - Fallback in Modernizr located on line 44 - main.js

★ jQuery Effects

- jQuery effects used within interactive map showing zombie danger zones located on line 68 through 342 - index.html
 - fadeIn, fadeOut, slideUp, and slideDown used and located on lines 90 through 114 - main.js

★ Data Visualization

- The chart is used to display percentages of infected human beings in different regions of the United States located on line 52 - index.html
 - Functionality for chart is through use of google API referenced on line 13 - index.html
 - Chart functionality also created and referenced from external google chart document on line 16 - index.html
 - External chart document is named googleChart.js

★ Interactive Map

- The map is used to show danger zones throughout the world on line 68 through 342 - index.html
- The map's functionality is located on line 90 through 114 - main.js
 - Images for map are within the images folder in a folder called map.

★ Github Repo - https://github.com/Sergeantsarz/Greenhill_Sarah_WIA/tree/gh-pages

★ File Locations:

- Main Page - index.html,
- Main JavaScript: js/main.js,
- Main CSS: css/style.css,
- Audio: sound/Indimidation.mp3,
- Modernizr: js/Modernizr.js,
- Failure Page: js/fail.js,
- Success Page: js/success.js,
- Canvas Polyfill: js/flashcanvas.js,
- Google Pie Chart: js/googleChart.js,
- Site Images: images folder,
- Map Images: images/map
- CDN used for jQuery & Google API

References

Header Background - Google Images filtered by "Labeled For Reuse & Modification:
https://www.flickr.com/photos/natura_pagana/4127552339

Zombie Pyramid - Google Images filtered by "Labeled For Reuse & Modification:
<https://www.flickr.com/photos/smiteme/4059025759>

Zombie Hazard - Google Images filtered by "Labeled For Reuse & Modification:
https://upload.wikimedia.org/wikipedia/commons/c/c0/Zombie_symbol_hazard.png

Bloody Handprint - Google Images filtered by "Labeled For Reuse & Modification:
http://orig03.deviantart.net/7558/f/2010/238/d/c/stock_image_bloody_hand_by_dark_anime_joel.png

Music - SoundCloud: <http://www.purple-planet.com/horror/4583971268>

Interactive Map - Lynda.com:

<http://www.lynda.com/jquery-1-5-tutorials/Create-an-Interactive-Map-with-jQuery/87636-2.html>