Scripting for Interactivity Unit Pro Forma.

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Project Name: Snake

Contents

[LO3 2](#_Toc428359912)

[Website URL 2](#_Toc428359913)

[Lecturer Checklist 3](#_Toc428359914)

[Media Library 3](#_Toc428359915)

[LO4 4](#_Toc428359916)

[Testing Strategy 4](#_Toc428359917)

[Log of Errors 4](#_Toc428359918)

[W3C Screenshots 5](#_Toc428359919)

[Test Plan 5](#_Toc428359920)

[Evaluation of Test Results 6](#_Toc428359921)

# LO3

## Website URL

|  |  |
| --- | --- |
| HTTP Address |  |
| Direct Server Link |  |

## Lecturer Checklist

|  |  |
| --- | --- |
| Use of Appropriate Development Tool |  |
| Use of Appropriate Scripting Language(s) |  |
| The system contains at least 3 multimedia elements (Hidden Elements, Slideshows, Media Galleries, form validation, etc.). |  |
| The system contains at least 3 interactive elements (Drop Down Menu, Buttons, Search Elements, Text Input, etc.). |  |
| The solution does not contain significant errors |  |
| Website has enhanced interactivity |  |
| Well Structured JavaScript |  |
| Conforms to W3C Standards |  |
| Successfully uploaded to Web Server |  |

## Media Library

In the table below include links and description of any assets, plugins, source code/scripts, images, etc. used inside your media application.

|  |  |  |
| --- | --- | --- |
| Asset Name and Description | Code/Script snippet | URL |
| Greenleaf.jpg  Background image for all of my webpages | Background-image: url(“../greenleaf.jpg”); |  |
| Snake3.png  Snake logo for the top of my webpages | <img src=”snake3.png” alt=””/> |  |
| Facebook.png  Button to take you to facebook website | <img src=”facebook.png” alt=””/> |  |
| Twitter.png  Button to take you to twitter website | <img src=”twitter.png” alt=””/> |  |
| From validation | <script type="text/javascript">  function validate(){  var x=document.forms["form"]["firstname"].value  if(x==null || x==""){  alert("Please enter your first name.");  return false  }  </script> |  |
| Javascript slideshow | <script type="text/javascript">  //variable that will increment through the images  var step=0  function slideit(){  //if browser does not support the image object, exit.  if (!document.images)  return  document.getElementById('slide').src = slideimages[step].src  if (step<3)  step++  else  step=0  //call function "slideit()" every 2 seconds  setTimeout("slideit()",2500)  }  slideit()  </script> |  |
| Snake Game | <script src="https://ajax.googleapis.com/ajax/libs/jquery/1.11.3/jquery.min.js">  </script>  <script type="text/javascript">  window.addEventListener("keydown", function(e) {  // space and arrow keys  if([32, 37, 38, 39, 40].indexOf(e.keyCode) > -1) {  e.preventDefault();  }  }, false);  </script> |  |
|  |  |  |
|  |  |  |
|  |  |  |

# LO4

## Testing Strategy

Describe in depth, your testing strategy

I will use a variety of testing strategies to see if the website functions properly. I used a Top Down approach by testing the entire website and at the end of the project as well after completion of the website and its webpages. Using the white box will allow me to test everything while looking at the code and I should have prior knowledge on the project based on the Game Master Snake and of any related disciplines as well and before making the site I should have a plan written up while on the testing approach. This is applied to many Web Developers, I will browse on many browsers such as chrome, Internet Explorer, Firefox Mozilla and Opera, Forms will be used on a contact page for the website, W3C Validator will review if my code is appropriate and will work effectively on all of my webpages, This site will work on a variety of platforms such as phone, tablet and computer, Many people with disabilities such as blindness or deaf will access this site with no difficulties, alt tag will always be involved with any imagery as it becomes a caption and will not be found as an error on the W3C Validator, I will ensure that the content is engaging, relevant and appropriate to the audience, I have resources to get a better understanding on what the client requires, I hope that this will meet the users expectations, especially related to navigation, content and organization. We want all people of all ages to use the website without problems for children, adults and elders also, the designer should impress the client and would consider this site and I made that if you want to return back to the main homepage just click on the master snake film festival logo and it will return you back to the home page. I will use a variety of test cases.

## Log of Errors

|  |  |
| --- | --- |
| Error | Solution |
| Countdown.html  Bad value width value 45% | Change to pixels |
| About.html  bad width value 65%  bad value div align center | Change to pixels  Centre it in css |
| Game.html  Height not an attribute  Width not an attribute  Canvas undefined  bad width value 65% | Changing the doctype  Changing the doctype  Changing the doctype  Change to pixels |
| faqs.html  Neglected to close an element  Certain element is not allowed in context | Close the element  Place element in the proper context |
| Contact.html  Bad value align left  Bad value width value 45% | Put in a class and float left  Change to pixels |
|  |  |
|  |  |

## W3C Screenshots

|  |
| --- |
| Countdown.html |

|  |
| --- |
| About.html |

|  |
| --- |
| Game.html |

|  |
| --- |
| Faqs.html |

|  |
| --- |
| Contact.html |

## Test Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Test | Expected Outcome | Actual Outcome | Comments |
| navigate from the homepage to the about webpage | To be taken to the about webpage | Was taken onto the about webpage | works |
| Navigate from the about to the game webpage | To be taken to the game webpage | Was taken onto the game webpage | works |
| Navigate from the game to the faqs webpage | To be taken to the faqs webpage | Was taken onto the faqs webpage | works |
| Navigate from the faqs to the contact webpage | To be taken to the contact webpage | Was taken onto the contact webpage | works |
| Clicking on the logo (except homepage) on the 4 other webpages to take me back to the homepage | Click on the logo which will take me back to the homepage | I was taken back to the homepage of the website | works |
| Clicking on the button on the homepage which will take me to the game homepage | Once I place my cursor on the button it goes orange and clickable and will take me to the game webpage | I was taken to the game webpage | works |
| Clicking on the facebook logo on the footer to take me to the facebook website | Once I place my cursor on the icon it will slightly enlarge and clickable and will take me to the facebook website | I was taken to the facebook website | works |
| Clicking on the twitter logo on the footer to take me to the twitter website | Once I place my cursor on the icon it will slightly enlarge and clickable and will take me to the twitter website | I was taken to the twitter website | works |
| Form validation on the contact webpage | Once I press submit when I have not entered any details an alert message will appear | I pressed submit an alert message appeared telling me to enter a specific detail | works |
| The Game on the game webpage | It should navigate smoothly for the snake to move and get the fruit and earn a score | It is robust as I move the snake with the arrow keys on the computer | works |
| Slideshow on the about webpage | The image should change to a new image on the about page around at least every 2 seconds | The image changes to another image at around 2 seconds | works |
| Font is consistent | On the pages the font should be the same font style is easy to read | The font is Calibri, Geneva, sans-serif which isn’t all in your face and easy to read | readable |
| The map on the contact webpage | The map should show you where we are and clicking on the map will take you to the google maps | Map shows where we are and clicking on the map takes us to google maps | Works |
| Clicking on the button to hide the snake and show it | I click on the hide button it hides the snake and when I press show the snake returns | Pushing the buttons will make the snake appear and disappear | works |
| Ability to work on all browsers (IExplorer, Chrome and Firefox) | To appear on all browsers | Appears on all browsers | A message on internet explorer will ask to allow block content or cancel |
| Responsive Navigation | Navigation should appear as one line with the title menu and a burger icon click on menu and the rest of the navigation menu will appear | Appears as one bar with burger icon clicked on menu the rest of the navigation bar appeared | works |

## Evaluation of Test Results

Summarise your test strategy and comment on results including recommended changes to scripts

The navigation bar is easy and all the links work by clicking on them and it takes me to the page of where I am needing to go to. The button on the homepage that takes you to the game website is a fine example of a quick link due to it being clickable while I place my cursor on the button it goes orange. The logo is effective as an interactive element for clicking on to return to the homepage throughout the website. I think when the social media icons enlarge slightly was a great idea so that it has an interactive feel to it and that you know it is clickable once you place your cursor on any of the icons. The form validation is useful so that I do not miss out on an important detail for the owner of the website getting in contact with a client. The game works well as I can easily navigate my snake using the arrows keys on my computer. The slideshow on the about page and the snake hide and show element works well and I feel it was a little fun feature for younger audiences to click and play with and it is important that the font is easily readable when it comes to the important parts of the website. The scripts have been tested (both Javascript and Jquery) some changes have been made so an element can interact as how I want it to and has the ability to work on multiple browsers as browsers edit code differently.