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ISCG 6420 Internet & Website Development

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Course: **ISCG6420 Internet & Website Development**

Lecturer: **Jesse Schollitt**

Deadline: 5/06/2024

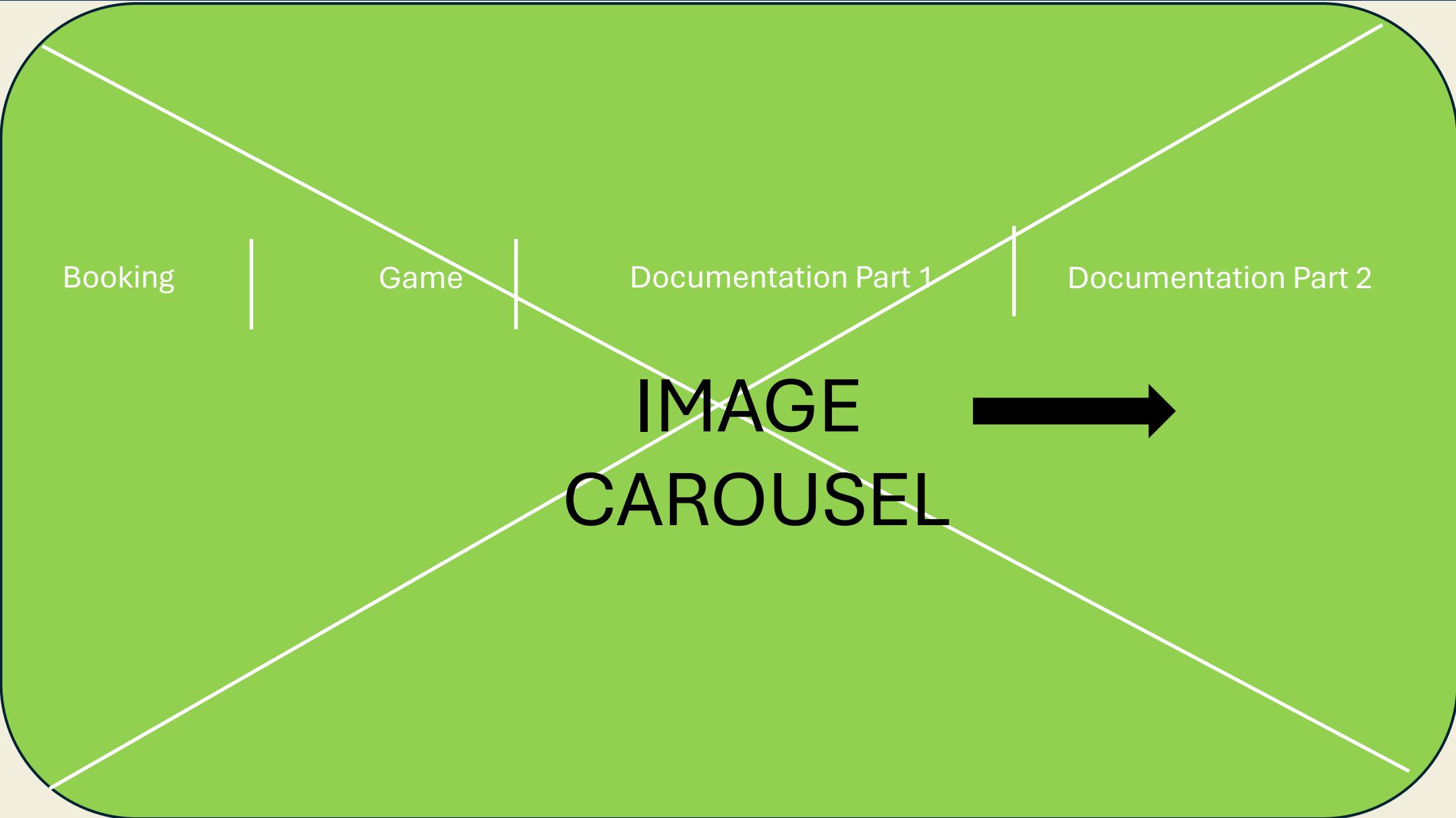
This submission is our own work, except where clearly referenced.

Signature _____ Himani Walia

Alex Yongsuok Jung

Date 5/06/2024

PIHA RESORT HOME PAGE WIREFRAME



PIHA RESORT HOME PAGE WIREFRAME

Booking

Game

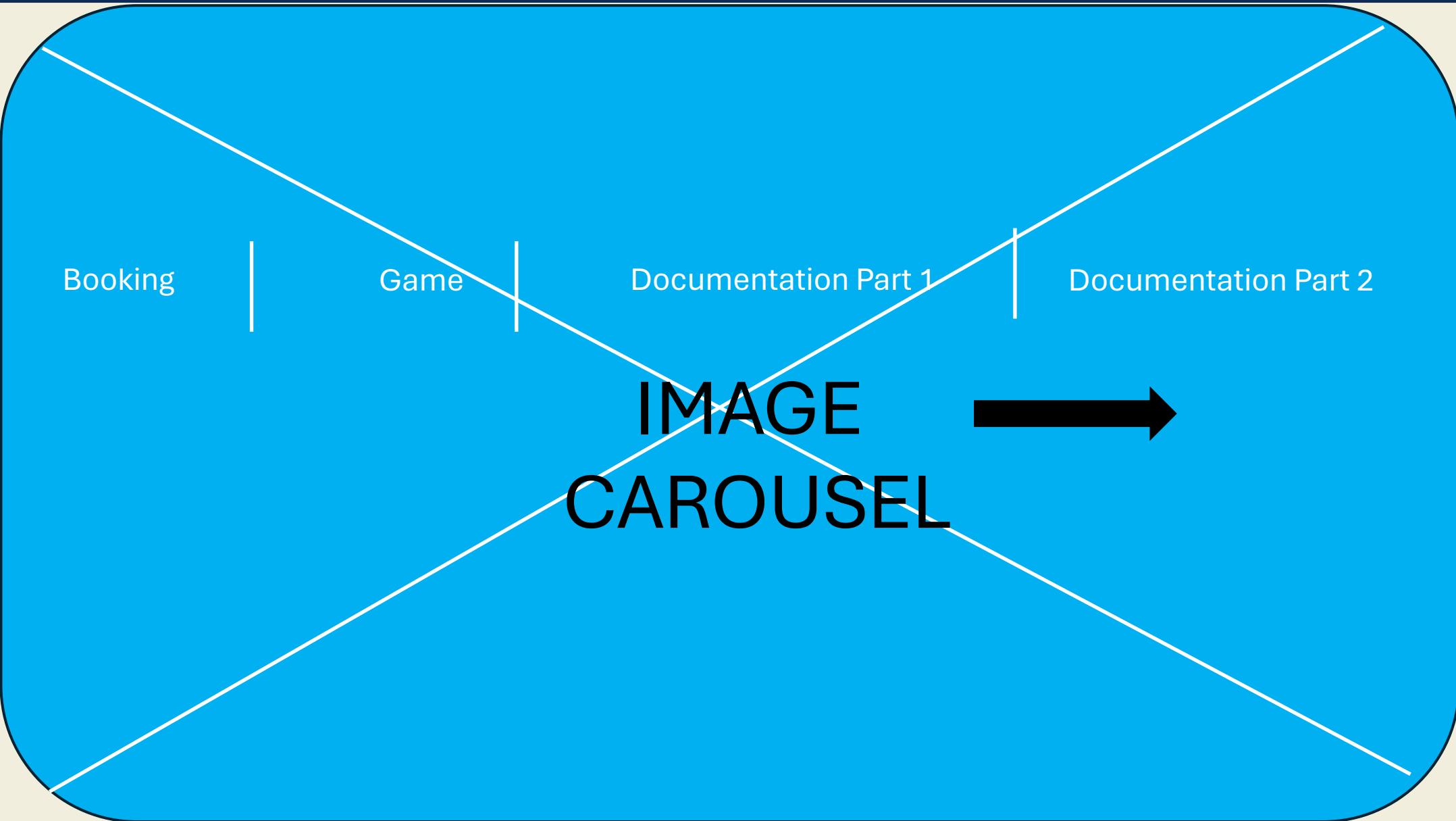
Documentation Part 1

Documentation Part 2

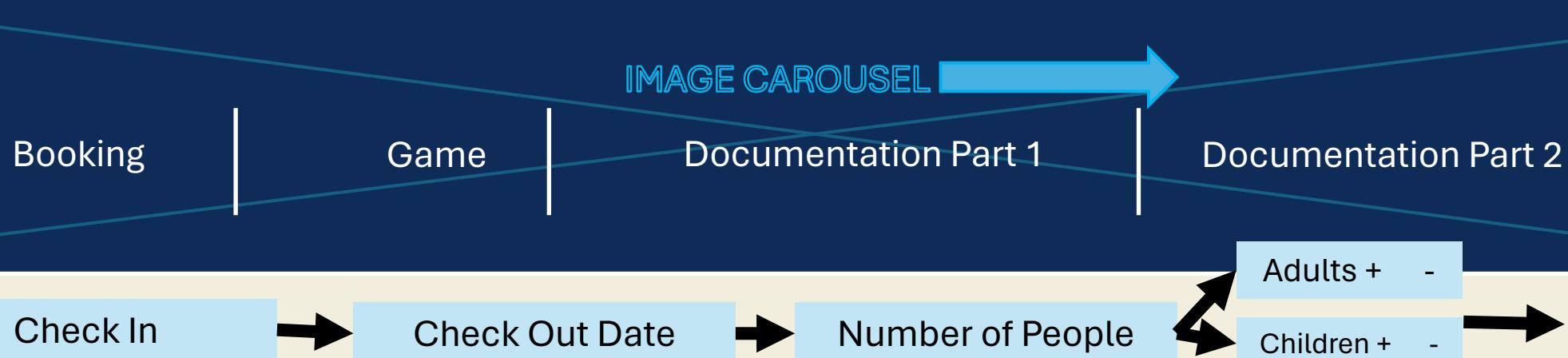
**IMAGE
CAROUSEL**



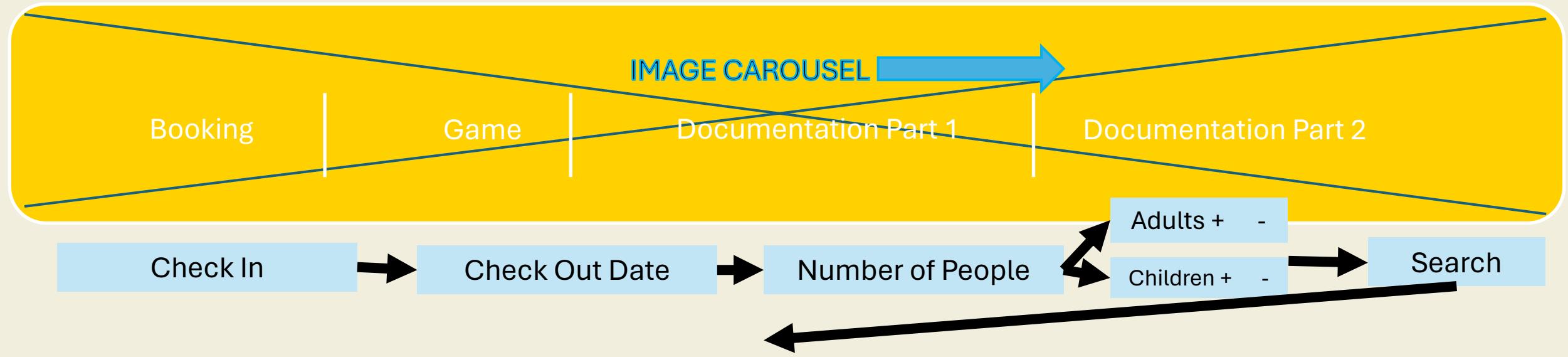
PIHA RESORT HOME PAGE WIREFRAME



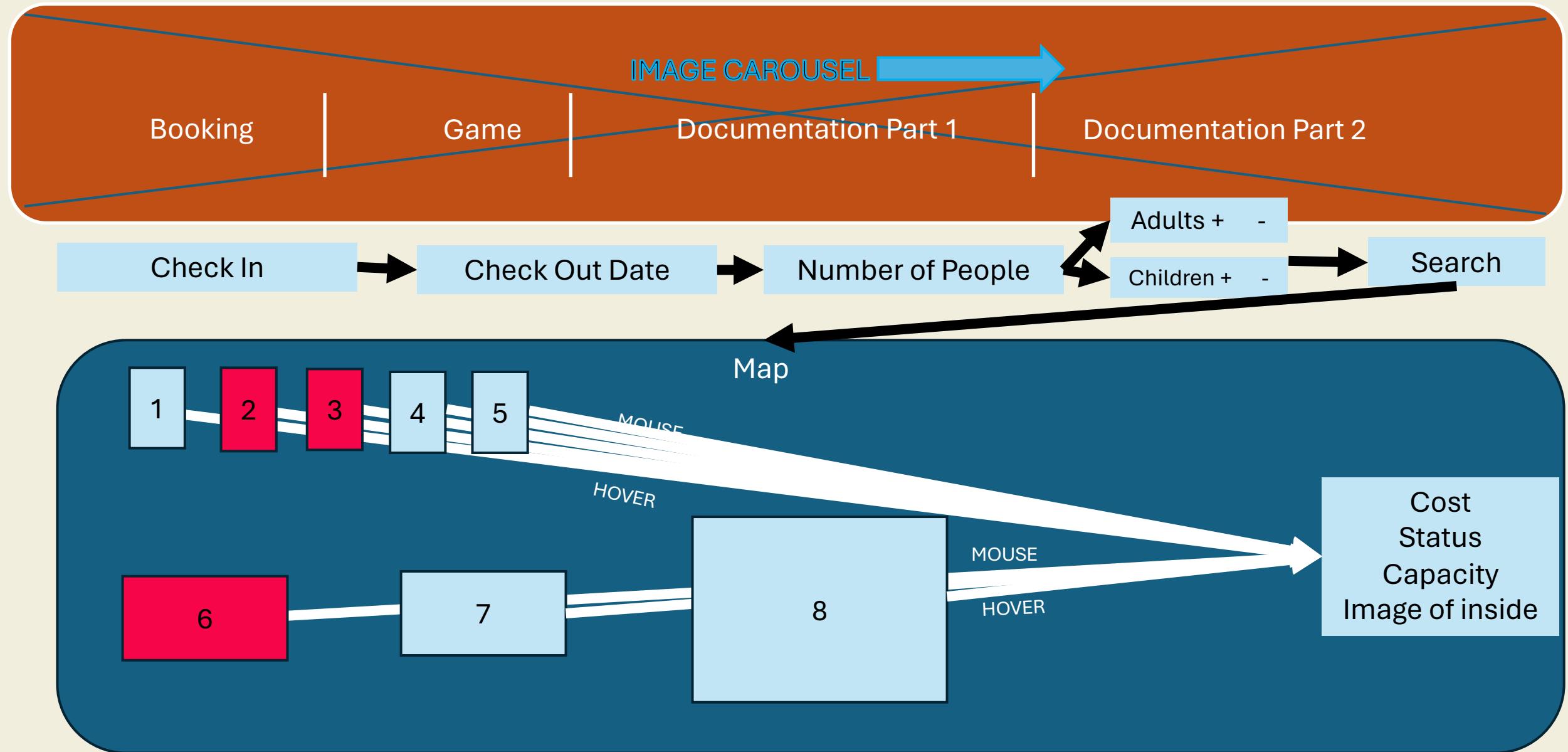
PIHA RESORT BOOKING SYSTEM WIREFRAME



PIHA RESORT BOOKING SYSTEM WIREFRAME



PIHA RESORT BOOKING SYSTEM WIREFRAME



PIHA RESORT GAME WIREFRAME

Booking

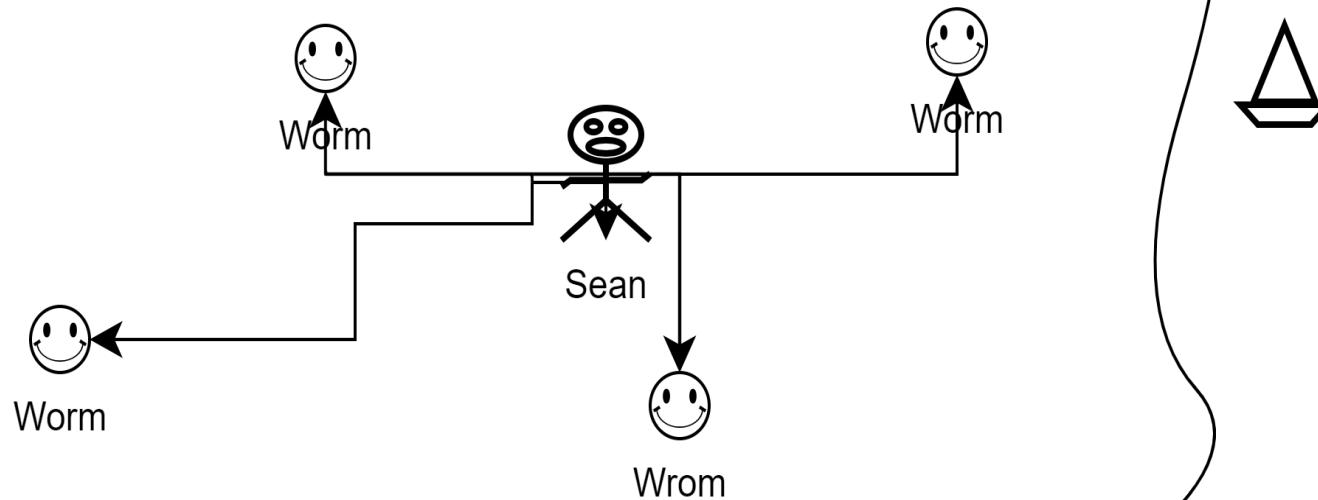
Game

IMAGE CAROUSEL

Documentation Part 1

Documentation Part 2

Score : 8000 Time Left : 55



Sean of Piha Beach

Sound

On

Off

Duration of Game

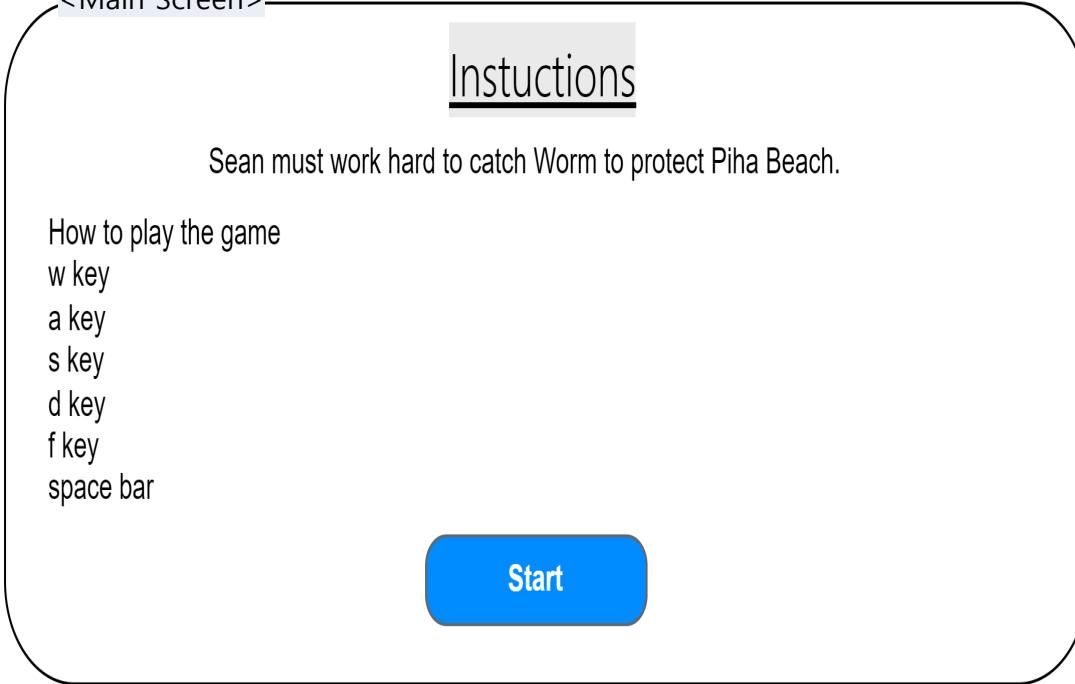
3 Min

1 Min

Retry

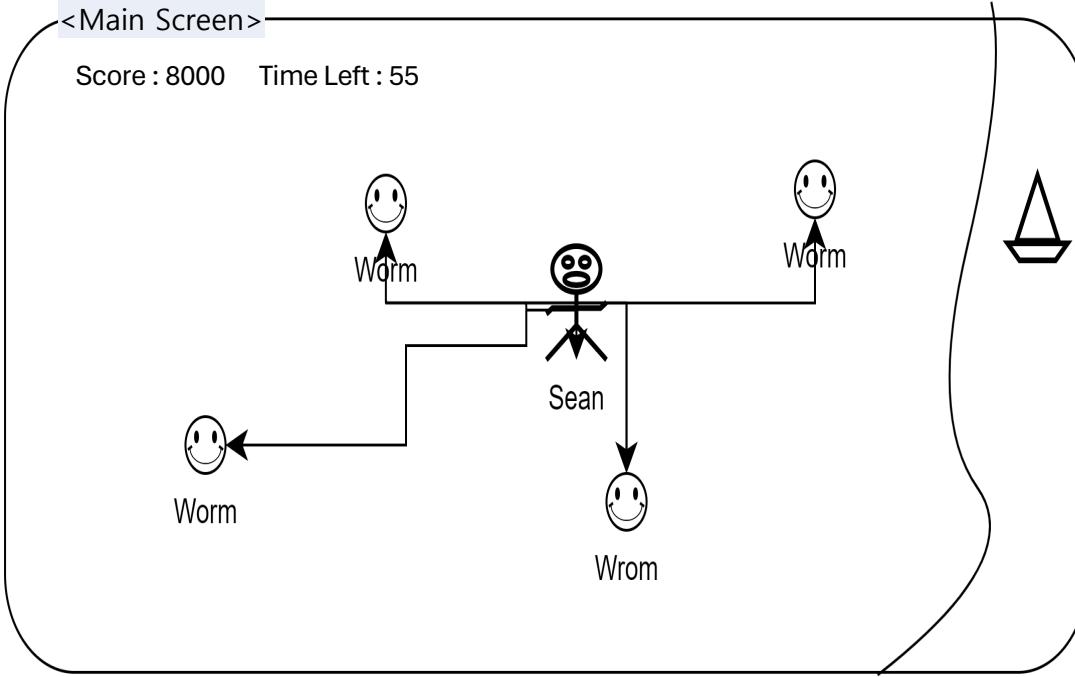
PIHA RESORT GAMING STORYBOARD

Game : Step 1 - Instructions for enjoying the game

<p><Main Screen></p>  <p>The screenshot shows a rounded rectangular interface. At the top left is a grey box labeled '<Main Screen>'. Below it is a large white area containing the word 'Instructions' in bold black font. Underneath is a paragraph: 'Sean must work hard to catch Worm to protect Piha Beach.' To the left of the text is a list of controls: 'How to play the game', 'w key', 'a key', 's key', 'd key', 'f key', and 'space bar'. At the bottom is a large blue rounded rectangle button with the word 'Start' in white.</p>	<p>Description</p> <p>Steps for First screen when customer press the game tab</p>
<p>Content</p> <p><Main Screen>: It explains the game description and operation method, limited game time, score calculation, etc. Click the Start button below to start the game.</p> <p><Sound>: Set the background music and sounds for the game.</p> <p><Retry>: Restart the game. However, skip the Instruction screen.</p>	<p>Content</p> <p><Main Screen>: It explains the game description and operation method, limited game time, score calculation, etc. Click the Start button below to start the game.</p> <p><Sound>: Set the background music and sounds for the game.</p> <p><Retry>: Restart the game. However, skip the Instruction screen.</p>
<p>Effects</p> <p><Sound>: Toggles when one of On and Off is selected.</p> <p><'Start' Button>: move to the next step (Game screen)</p>	<p>Effects</p> <p><Sound>: Toggles when one of On and Off is selected.</p> <p><'Start' Button>: move to the next step (Game screen)</p>

PIHA RESORT GAMING STORYBOARD

Game : Step 2 – Game Screen

Description	Game view screen
Content	<p><Main Screen></p>  <p>Score : 8000 Time Left : 55</p> <p>Sean of Piha Beach</p> <p>Sound</p> <p>On Off</p> <p>Duration of Game</p> <p>3 Min 1 Min</p> <p>Retry</p>
Effects	<p><Main Screen>: Sean moves in the specified direction by pressing the w, s, a, and d keys. Bugs appear in random locations, appearing in four stages of movement and then disappearing. If Sean catches a bug, points are added and the bug disappears.</p> <p><Retry button>: Restart the game.</p>

XML DATA

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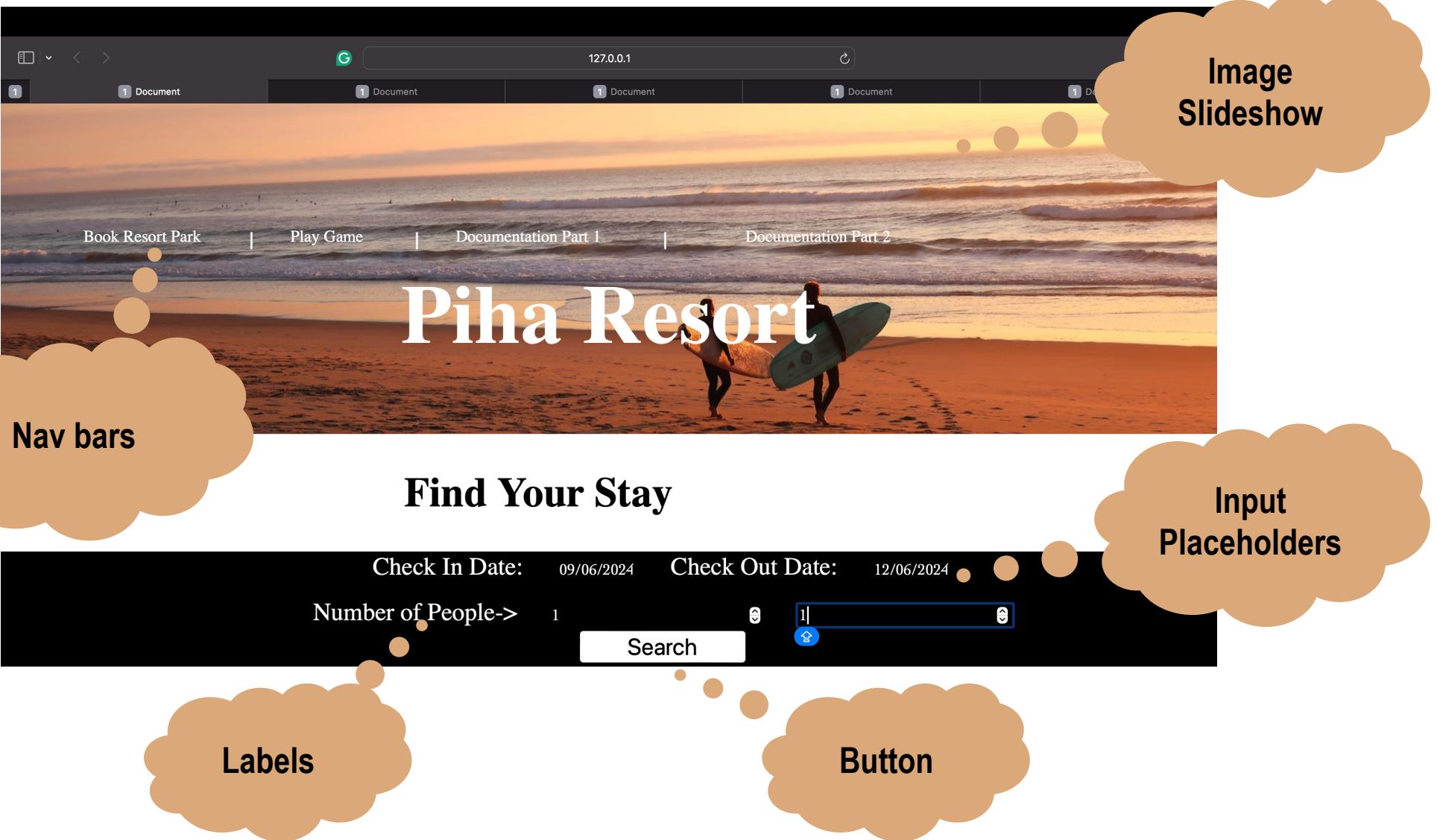
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</lodge>

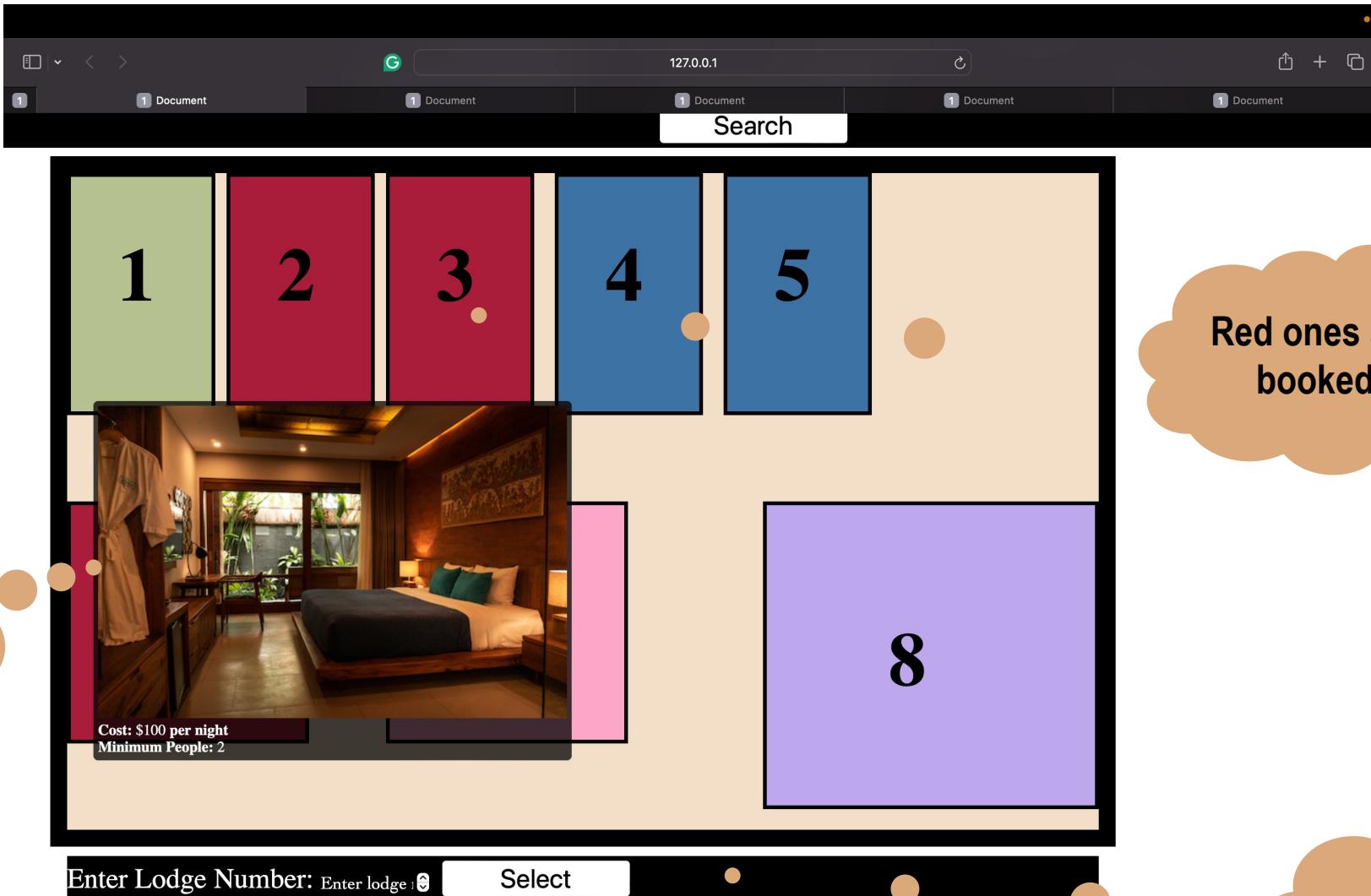
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  <booked>false</booked>

</lodge>
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Booking System Working



Booking System Working



Mouse Hover

Red ones are booked

Field to select the lodge

Booking System Working

The screenshot shows a web application interface for a booking system. At the top, there is a navigation bar with icons for file operations (New, Open, Save, Print, Find, Copy, Paste, Undo, Redo), a search field containing 'G', and a URL bar showing '127.0.0.1'. Below the navigation bar, there are five tabs, each labeled 'Document' with a count of 1. The main content area displays three lodges numbered 6, 7, and 8, each represented by a colored square (red, pink, and purple respectively) with a black border. Below these squares is a light beige rectangular area. At the bottom of this area, there is a text input field with placeholder text 'Enter Lodge Number: 1' and a 'Select' button. A large black rectangular overlay covers the bottom portion of the screen. Inside this overlay, the title 'Confirm Details' is displayed in a large white font. Below the title, several details are listed in white text: 'Check In Date: 2024-06-09', 'Check Out Date: 2024-06-12', 'Number of People: Adults: 1, Children: 1', 'Lodge Selected: Lodge1', and 'Total Price: \$300'. At the bottom of this overlay is a white 'Confirm' button. To the right of the main content area, there is a thought bubble with a light orange gradient and a small orange trail. Inside the bubble, the text 'Summary of details' is written in black.

Enter Lodge Number: 1

Select

Confirm Details

Check In Date: 2024-06-09

Check Out Date: 2024-06-12

Number of People: Adults: 1, Children: 1

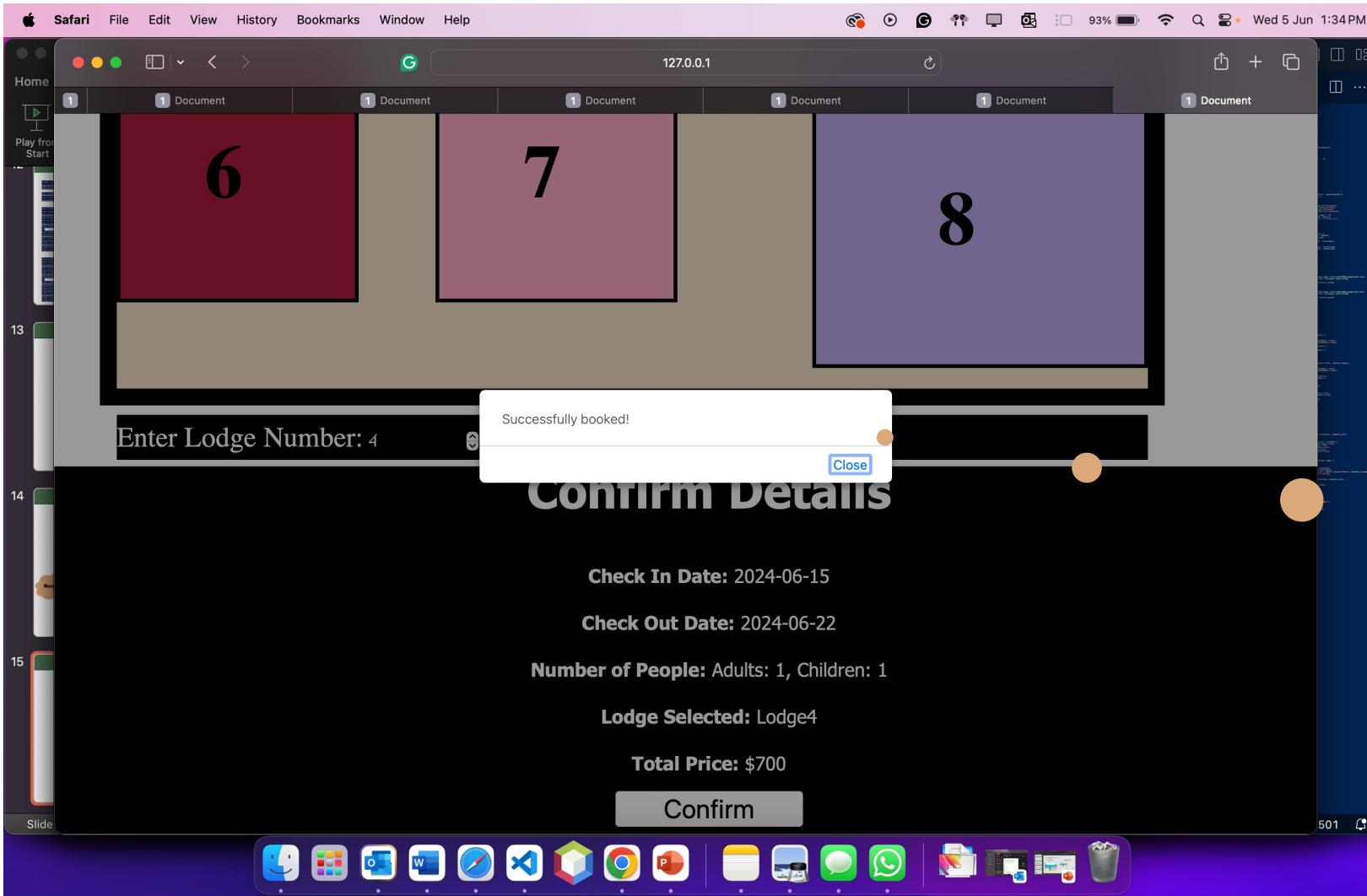
Lodge Selected: Lodge1

Total Price: \$300

Confirm

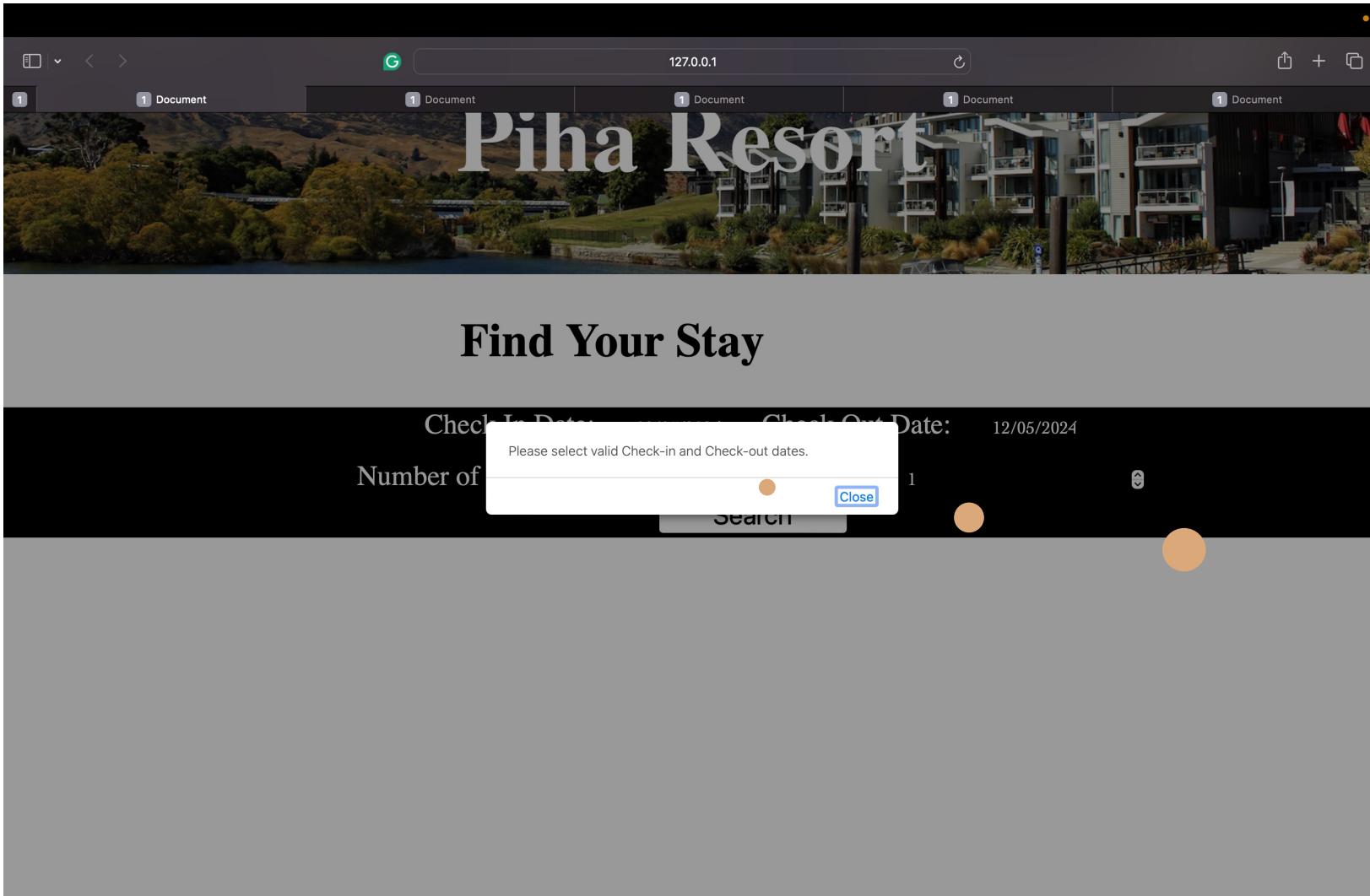
Summary of details

Booking System Working

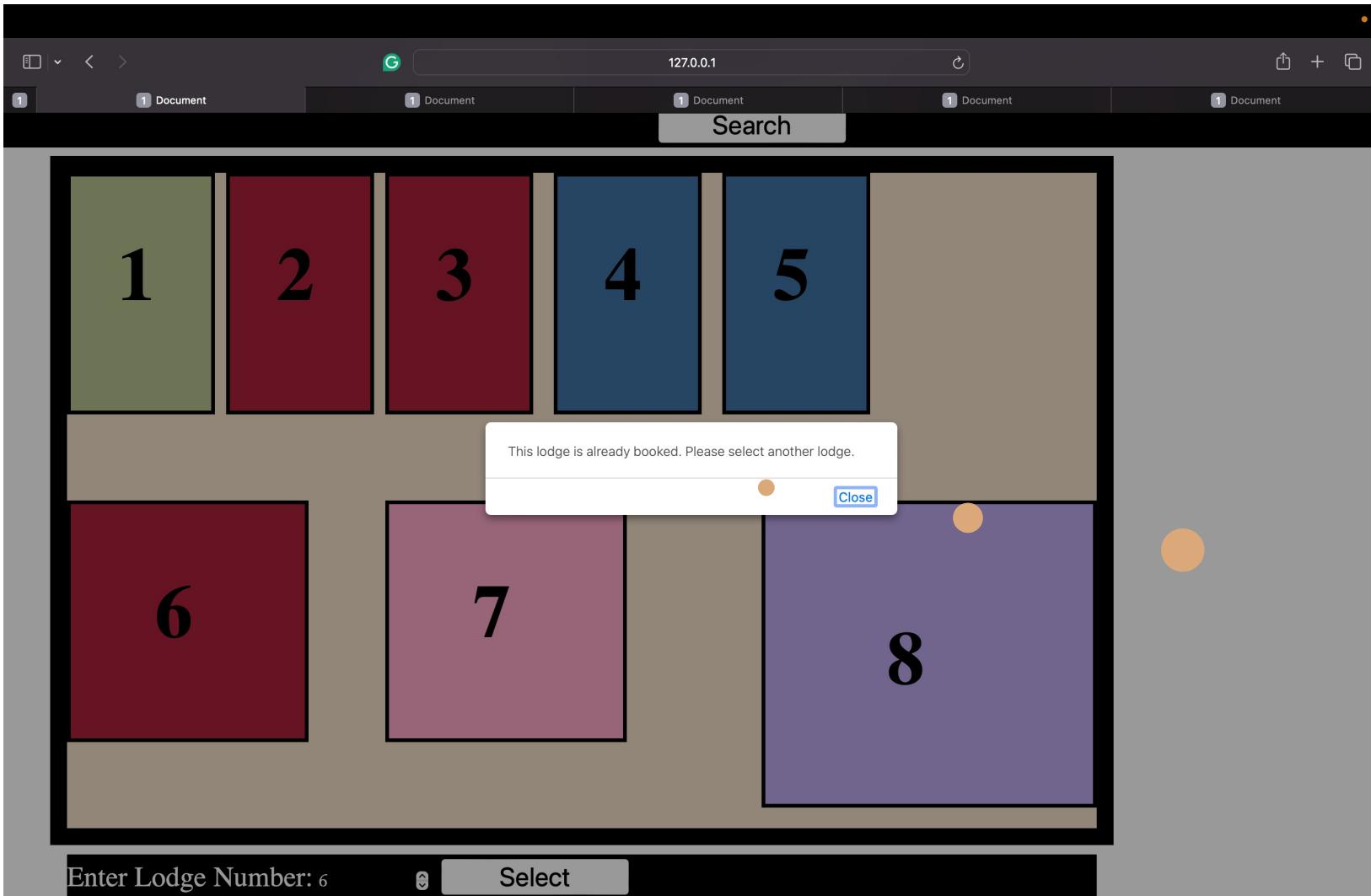


Successful
booked
message

Booking System Working

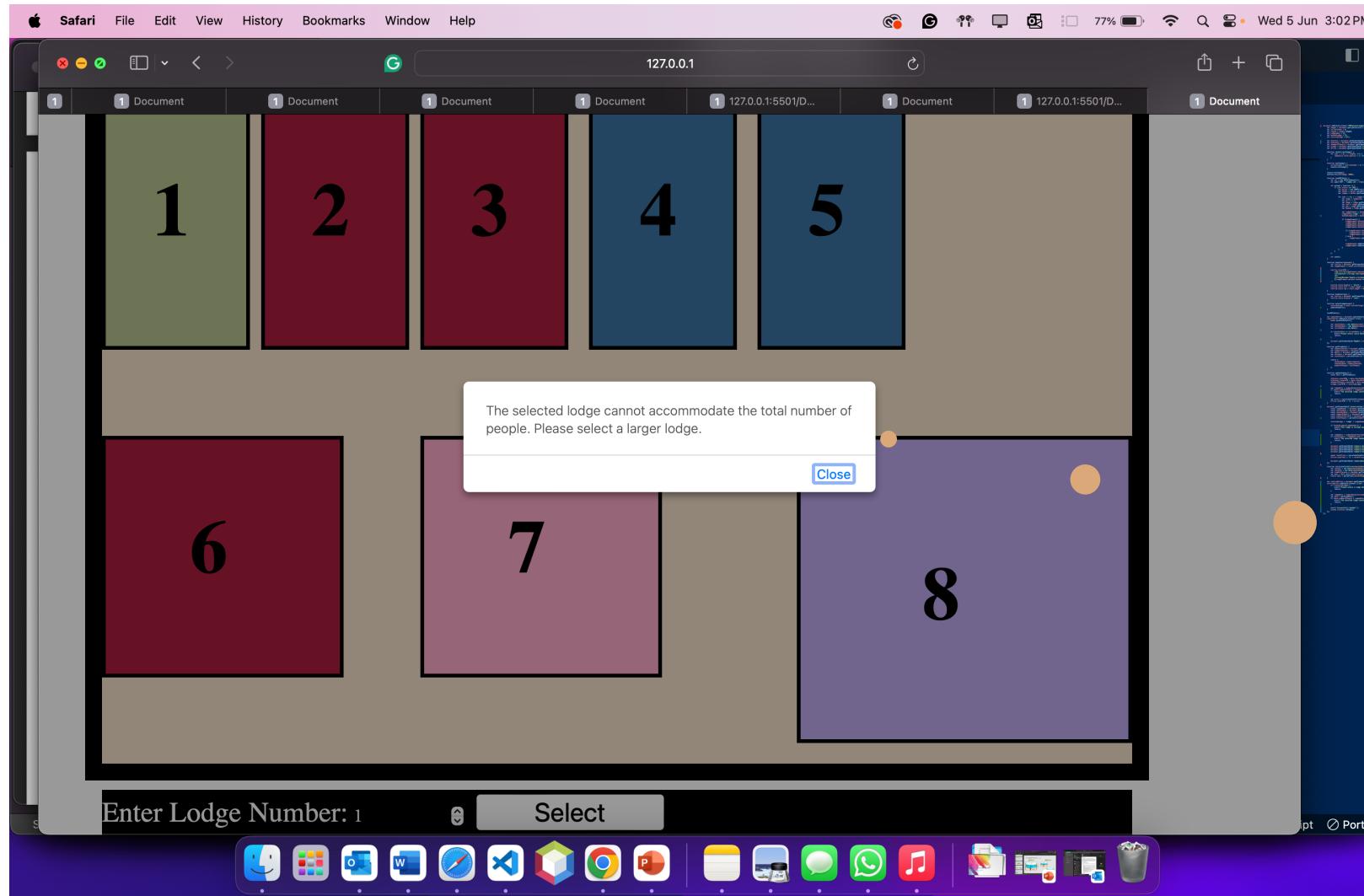


Booking System Working



Already
booked
lodges

Booking System Working



**Smaller
Place
Condition**

Live URL

https://walia10.github.io/Project_2/

 **LIVE**