INDEX

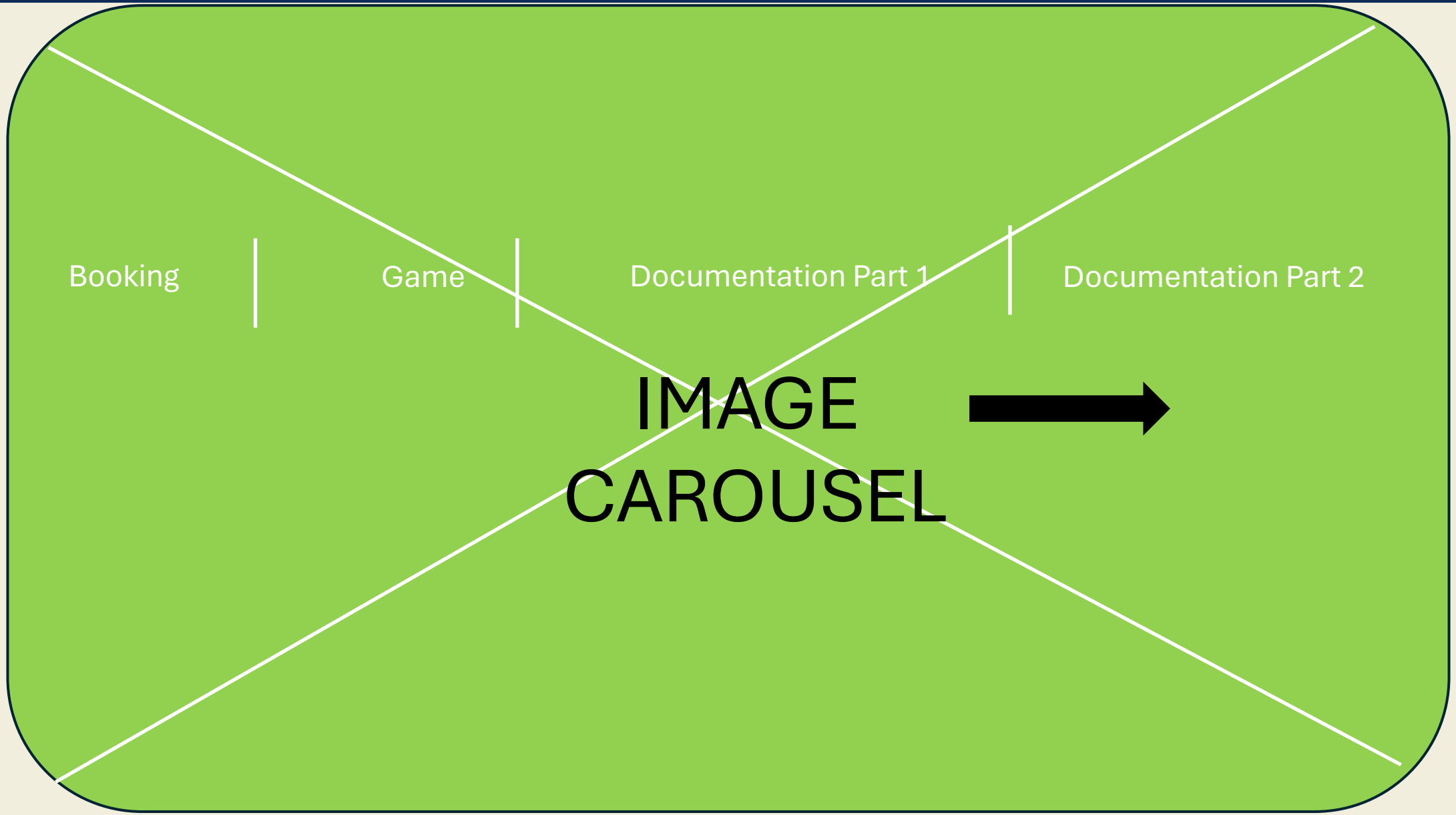
1. PIHA RESORT HOME PAGE WIREFRAME	3-5
2. PIHA RESORT BOOKING SYSTEM WIREFRAME	6-8
3. PIHA RESORT GAME WIREFRAME	9
4. PIHA RESORT GAMING STORYBOARD	10-11
5. XML DATA	12
6. BOOKING SYSTEM WORKING	13-18

ISCG 6420 Internet & Website Development

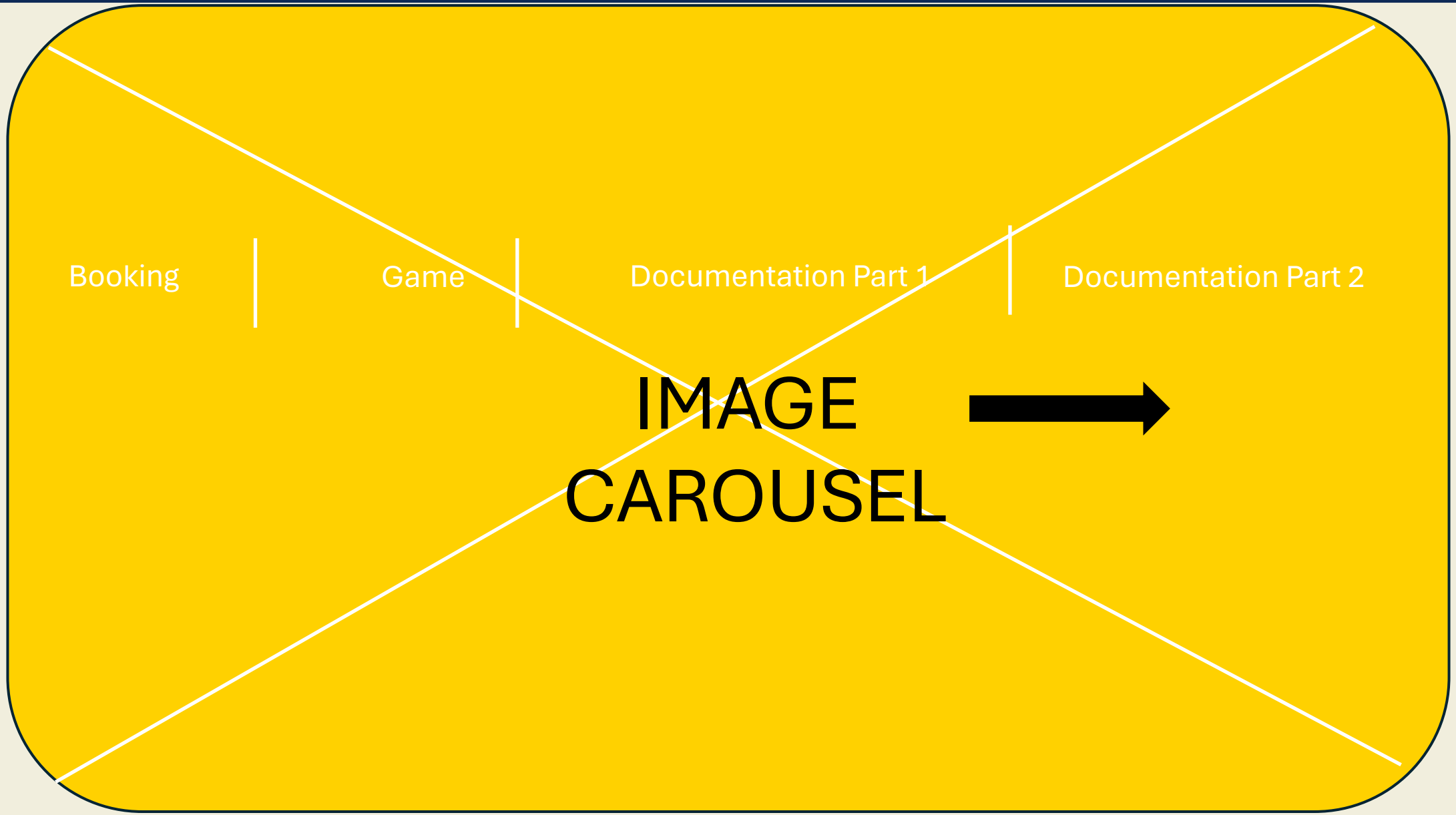
Name:	**Alex Yongsuok Jung** **Himani Walia**
Course:	**ISCG6420 Internet & Website Development**
Lectruer:	Jesse Schollitt

Deadline: 5/06/2024
This submission is our own work, except where clearly referenced.
Signature___Himani Walia
Alex Yongsuok Jung
Date_____5/06/2024_____-

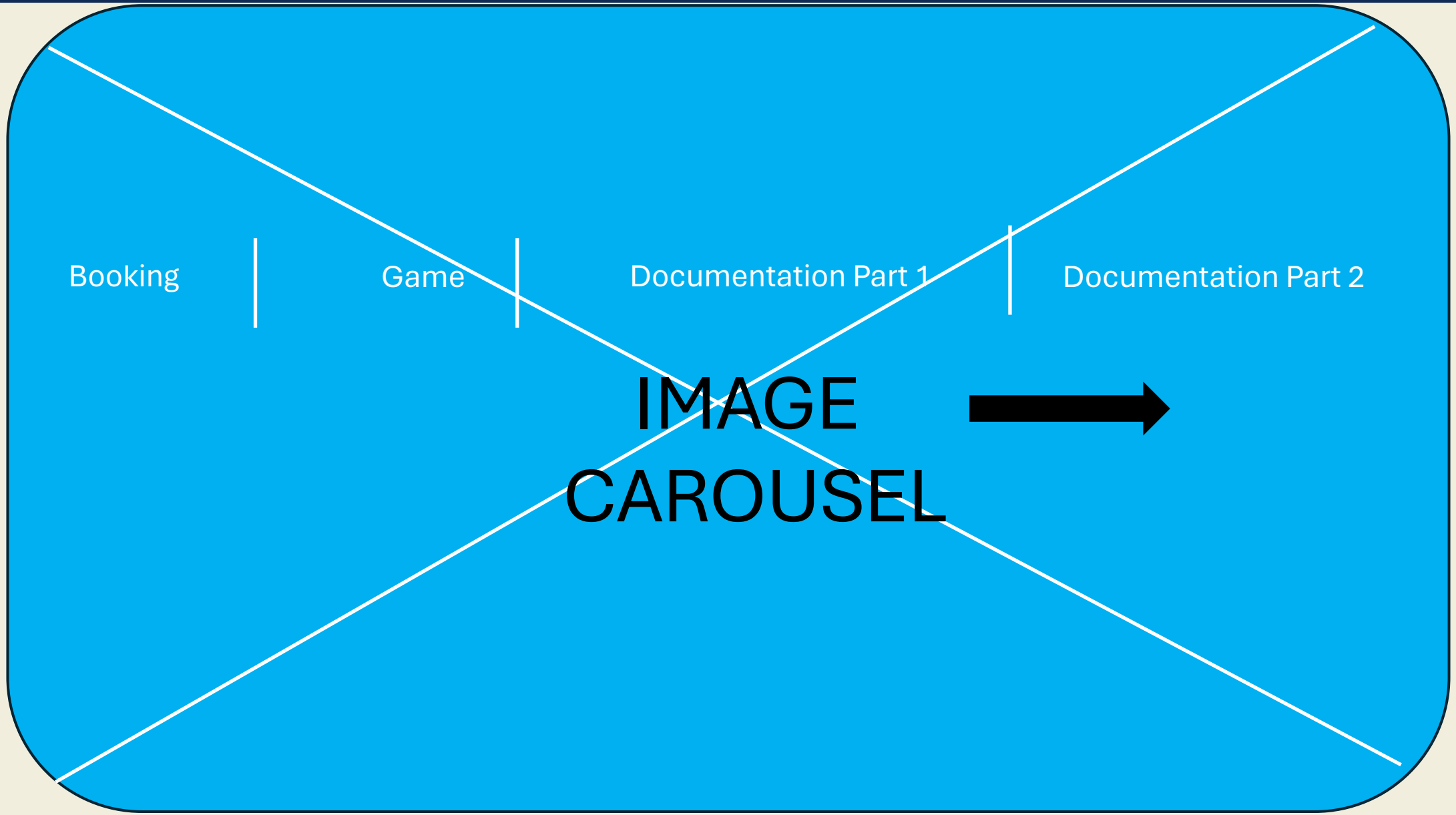
PIHA RESORT HOME PAGE WIREFRAME



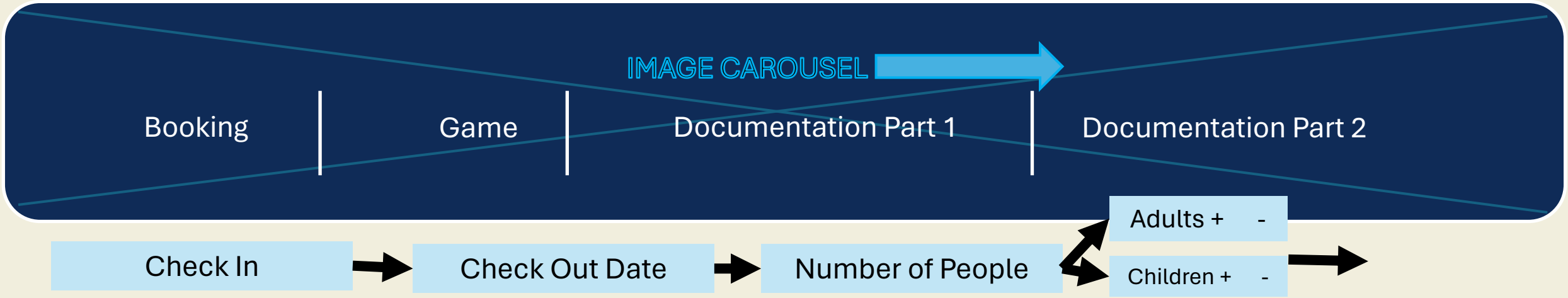
PIHA RESORT HOME PAGE WIREFRAME



PIHA RESORT HOME PAGE WIREFRAME

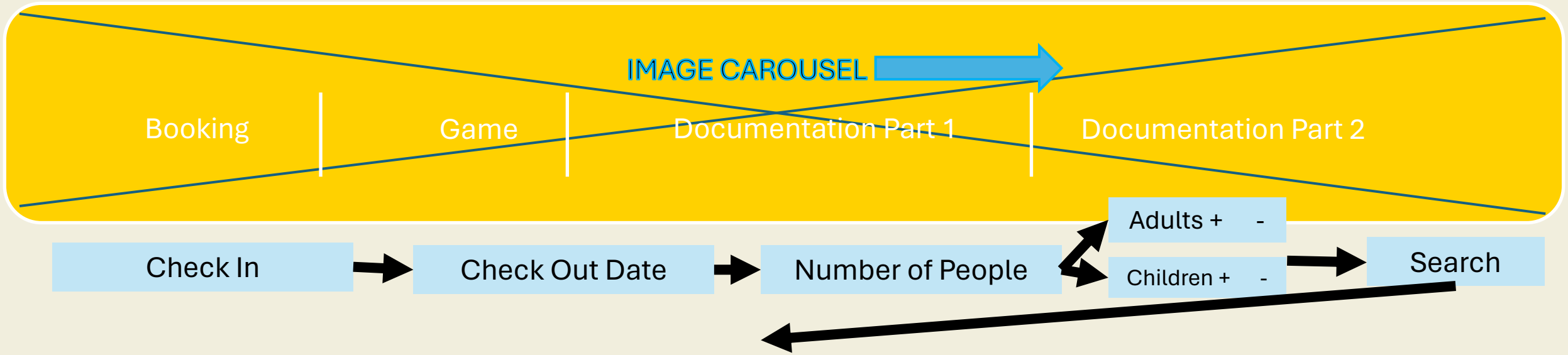


PIHA RESORT BOOKING SYSTEM WIREFRAME

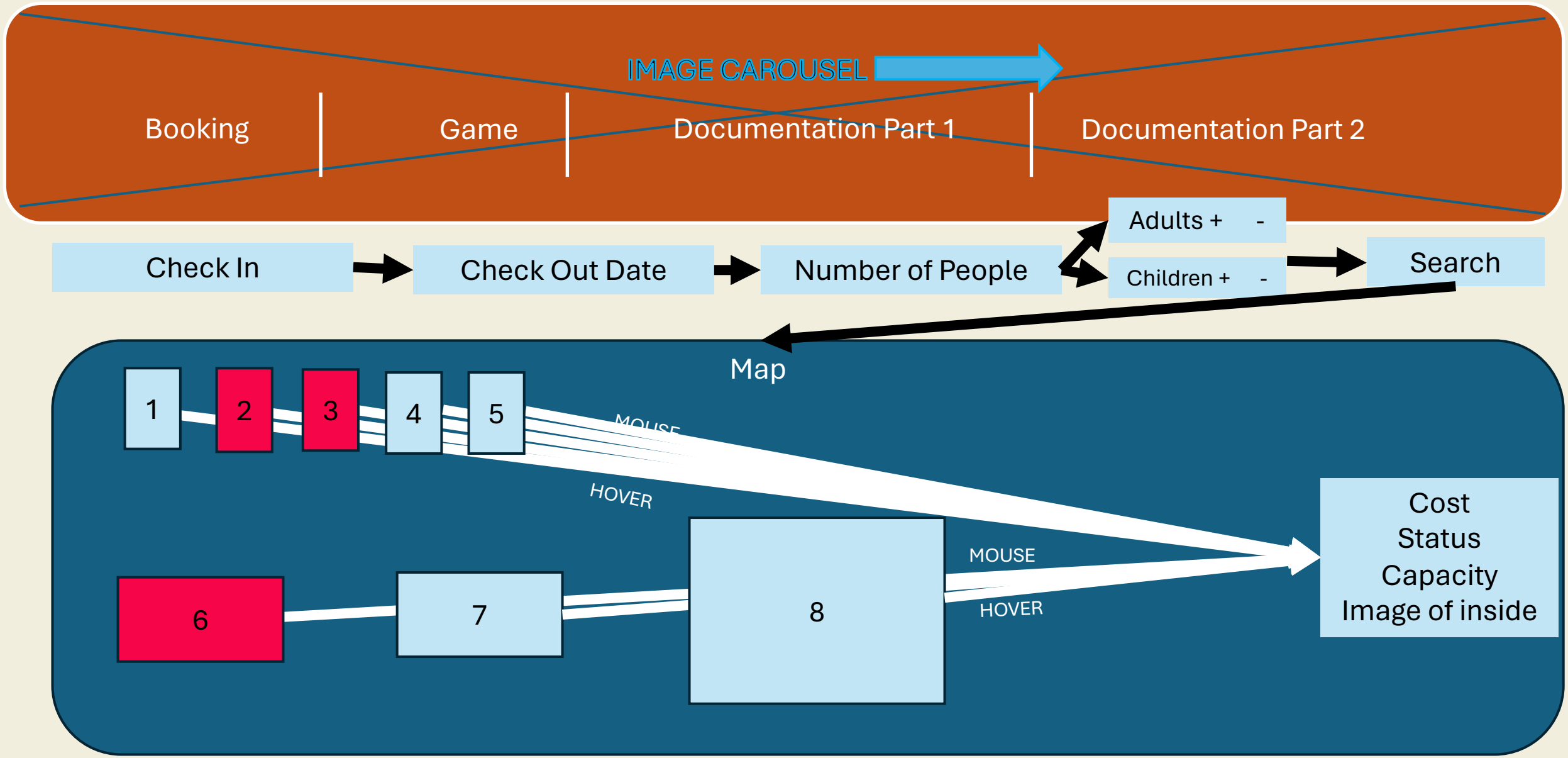


Check In → Check Out Date → Number of People → Adults + -, Children + - →

PIHA RESORT BOOKING SYSTEM WIREFRAME



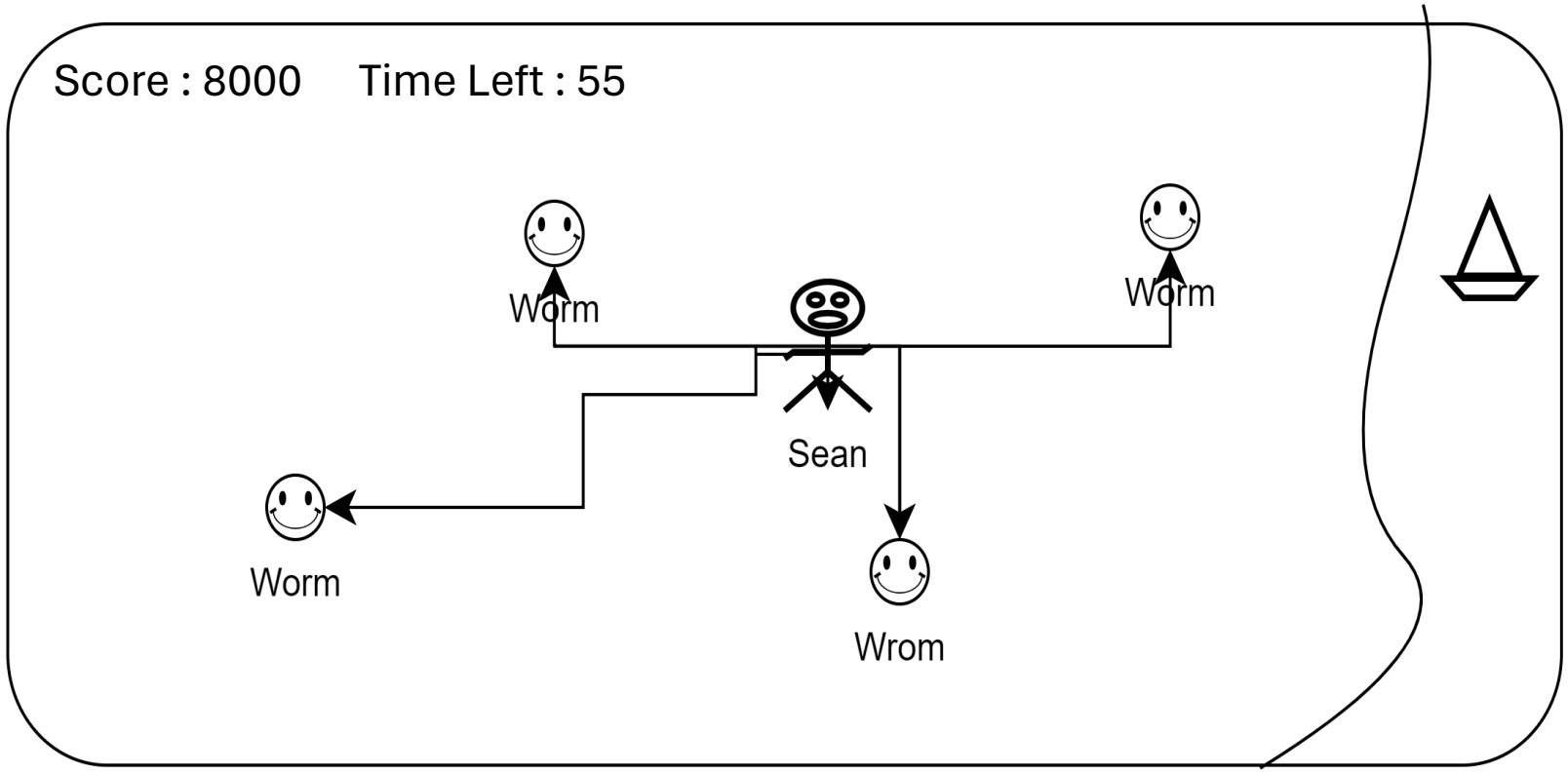
PIHA RESORT BOOKING SYSTEM WIREFRAME



PIHA RESORT GAME WIREFRAME

IMAGE CAROUSEL

Booking | Game | Documentation Part 1 | Documentation Part 2



Sean of Piha Beach

Sound

On | Off

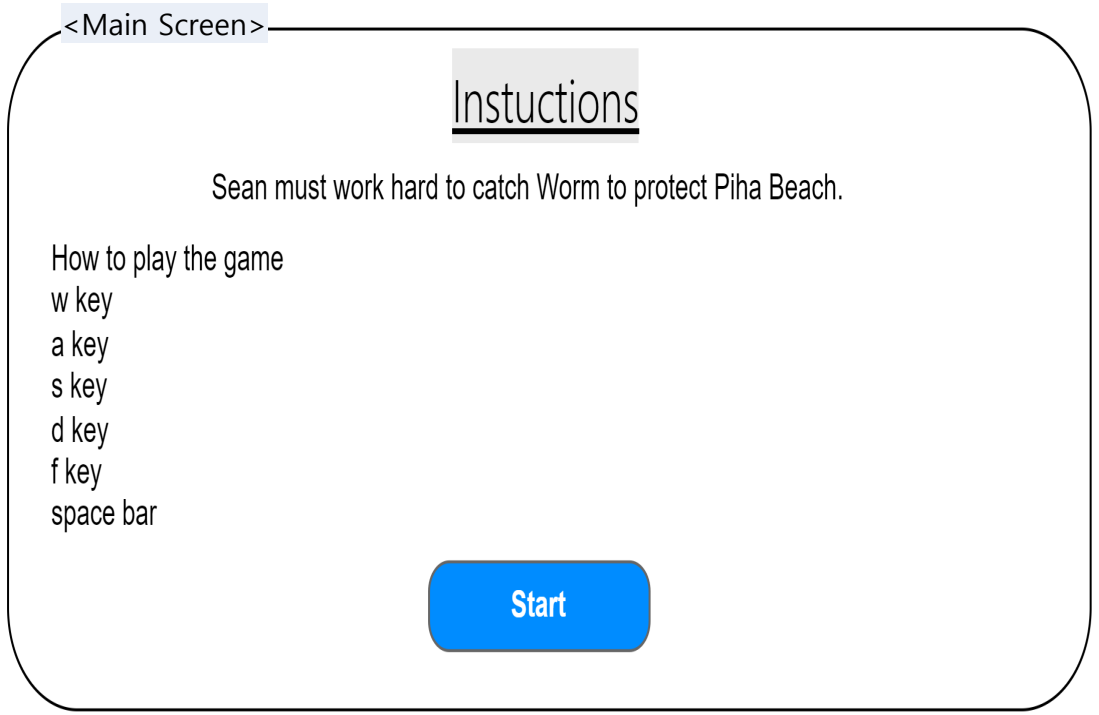
Duration of Game

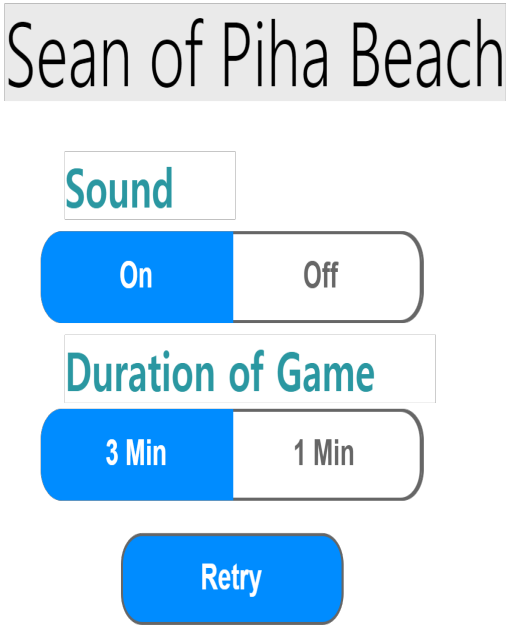
3 Min | 1 Min

Retry

PIHA RESORT GAMING STORYBOARD

Game : Step 1 - Instructions for enjoying the game

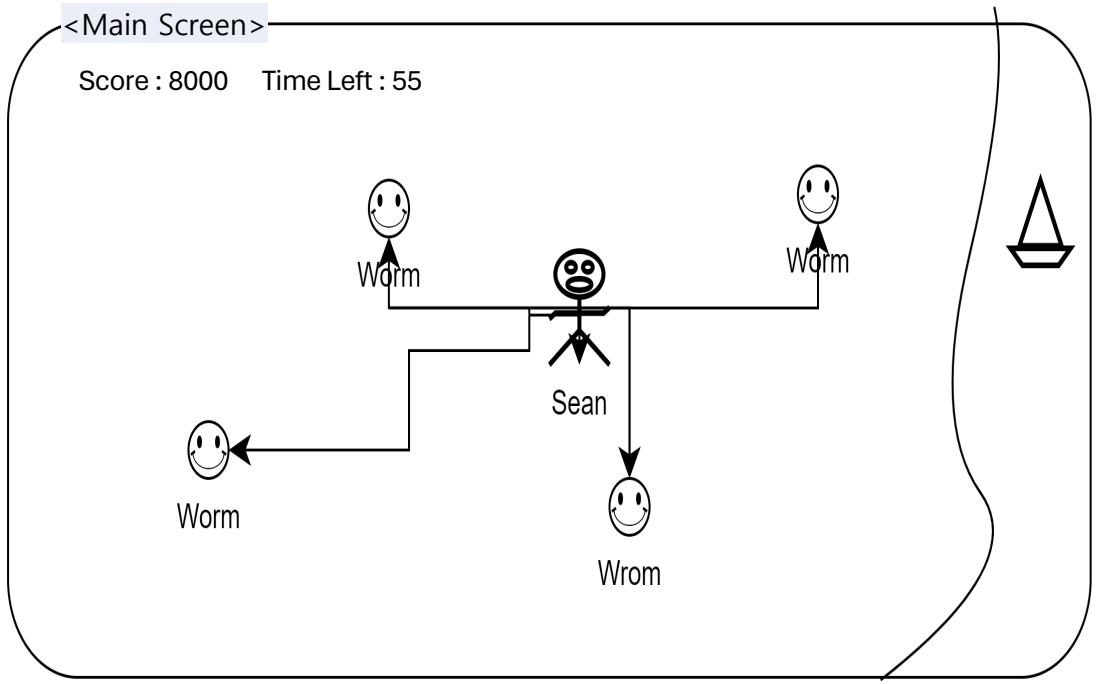


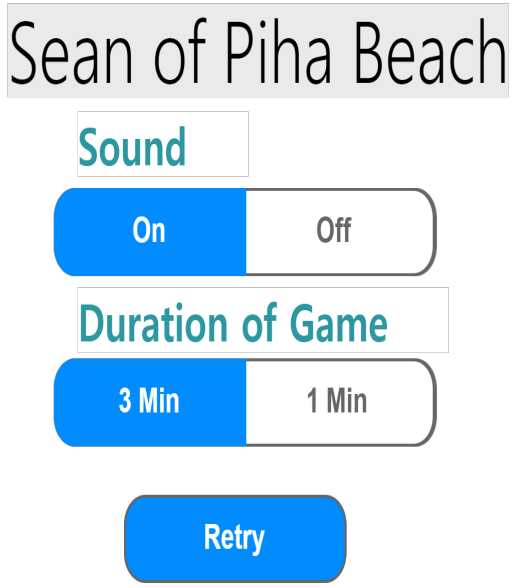


Description	Steps for First screen when customer press the game tab
Content	<Main Screen>: It explains the game description and operation method, limited game time, score calculation, etc. Click the Start button below to start the game. <Sound>: Set the background music and sounds for the game.<Retry>: Restart the game. However, skip the Instruction screen.
Effects	<Sound>: Toggles when one of On and Off is selected. <'Start' Button>: move to the next step (Game screen)

PIHA RESORT GAMING STORYBOARD

Game : Step 2 – Game Screen





Description	Game view screen
Content	<Main Screen>: A game screen showing Sean defeating beach bugs as they appear. <Sound>: Set the background music and sounds for the game. <Retry>: Restart the game. However, skip the Instruction screen.
Effects	<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. <Retry button>:Restart the game.

XML DATA

```
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema
xmlns:xs="http://www.w3.org/2001/XMLSchema">

<xs:element name="lodges">
<xs:complexType>
<xs:sequence>


<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int"
/>
<xs:element name="numberOfChildren"
type="xs:int" />
<xs:element name="booked"
type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>


<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int"
/>
<xs:element name="numberOfChildren"
type="xs:int" />
<xs:element name="booked"
type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>
```

```
<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int" />
<xs:element name="numberOfChildren" type="xs:int" />
<xs:element name="booked"
type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>


<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int" />
<xs:element name="numberOfChildren" type="xs:int" />
<xs:element name="booked"
type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>

<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int" />
<xs:element name="numberOfChildren" type="xs:int" />
<xs:element name="booked"
type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>
```

```
<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int" />
<xs:element name="numberOfChildren" type="xs:int" />
<xs:element name="booked" type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>


</xs:schema>
<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int" />
<xs:element name="numberOfChildren" type="xs:int" />
<xs:element name="booked" type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>

<xs:element name="lodge">
<xs:complexType>
<xs:sequence>
<xs:element name="image" type="xs:string" />
<xs:element name="cost" type="xs:float" />
<xs:element name="umn" type="xs:int" />
<xs:element name="numberOfAdults" type="xs:int" />
<xs:element name="numberOfChildren" type="xs:int" />
<xs:element name="booked" type="xs:boolean"></xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>

</xs:sequence>
</xs:complexType>
</xs:element>
```

Booking System Working

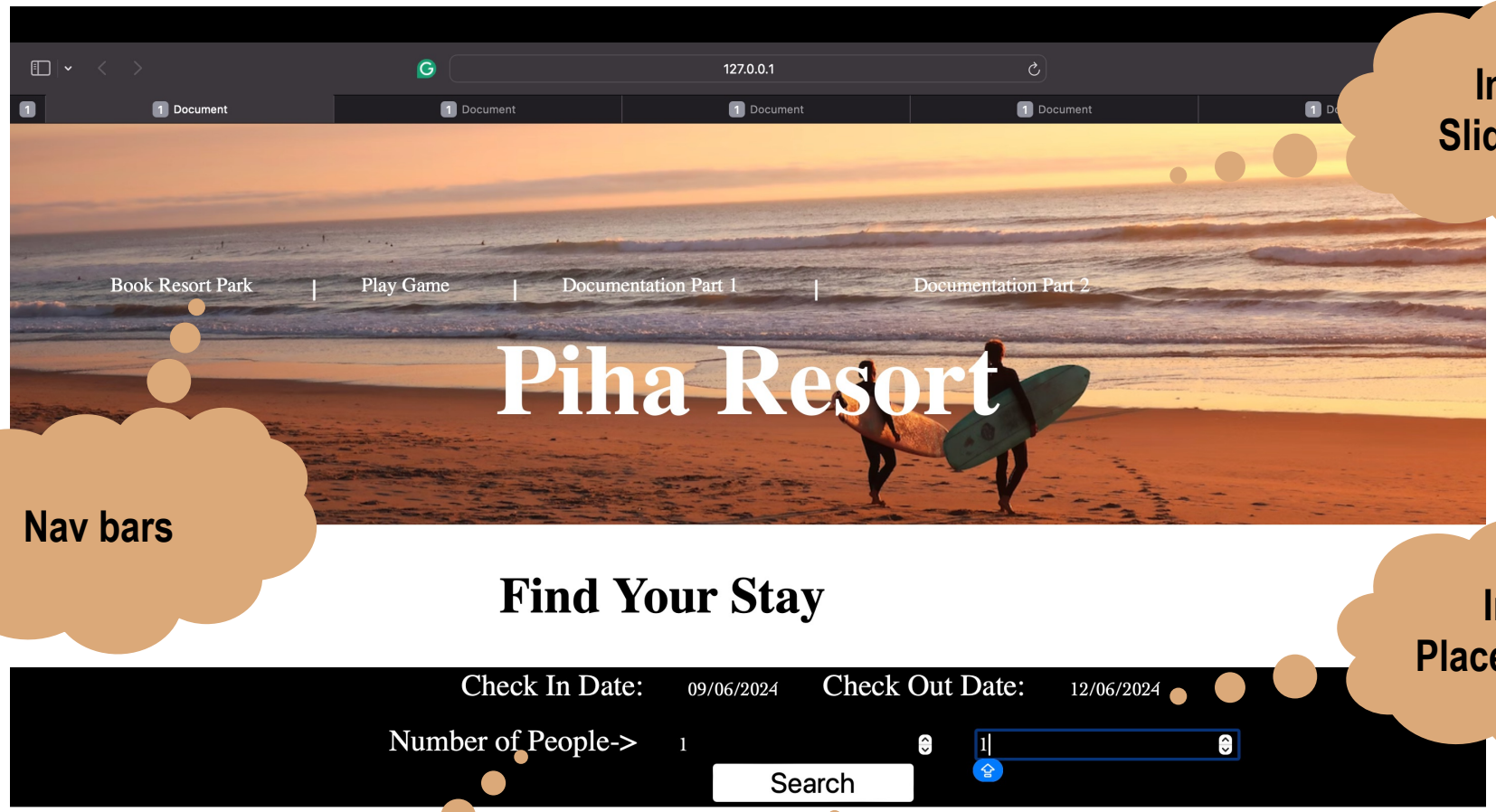


Image Slideshow

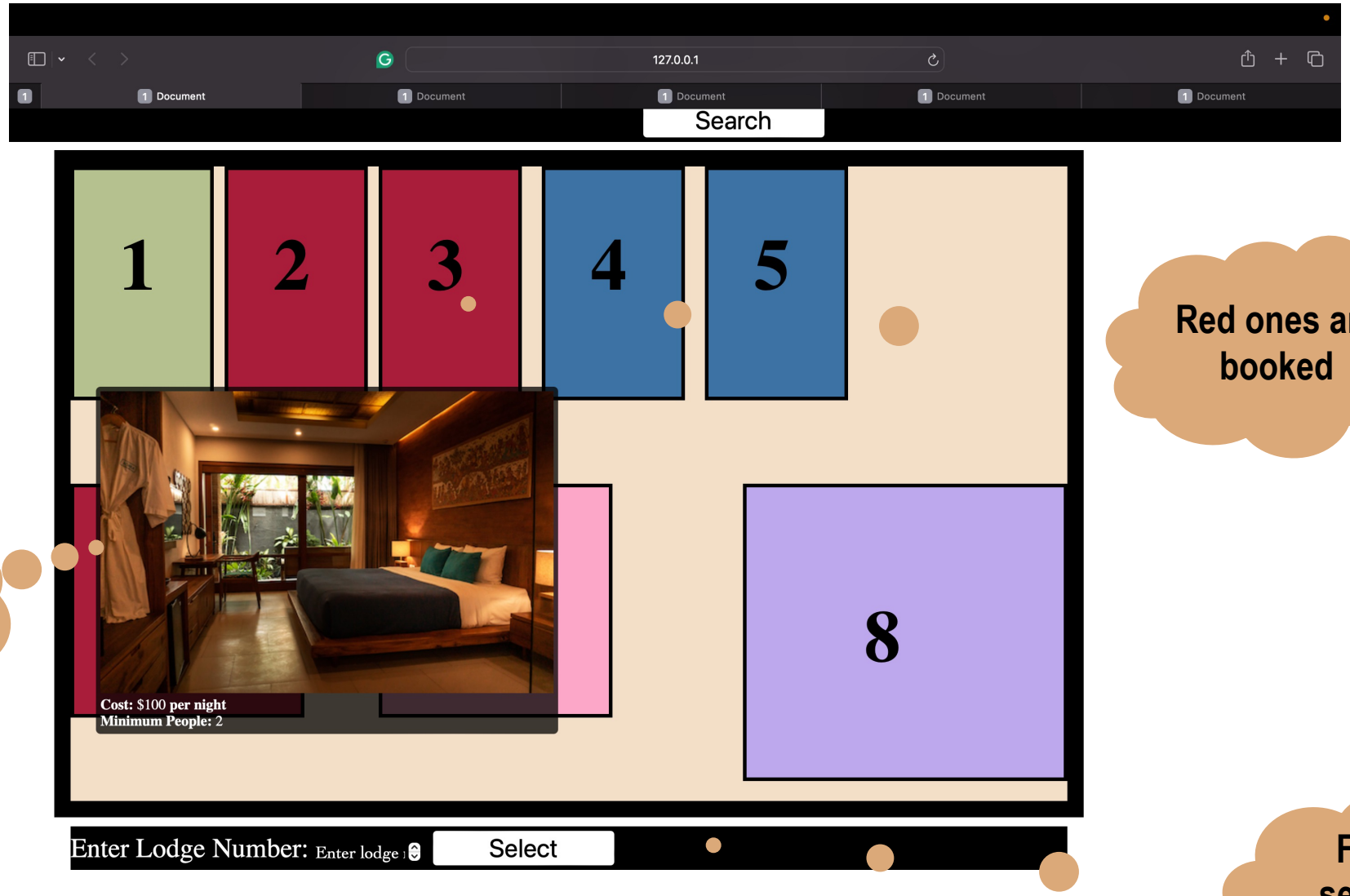
Nav bars

Input Placeholders

Labels

Button

Booking System Working

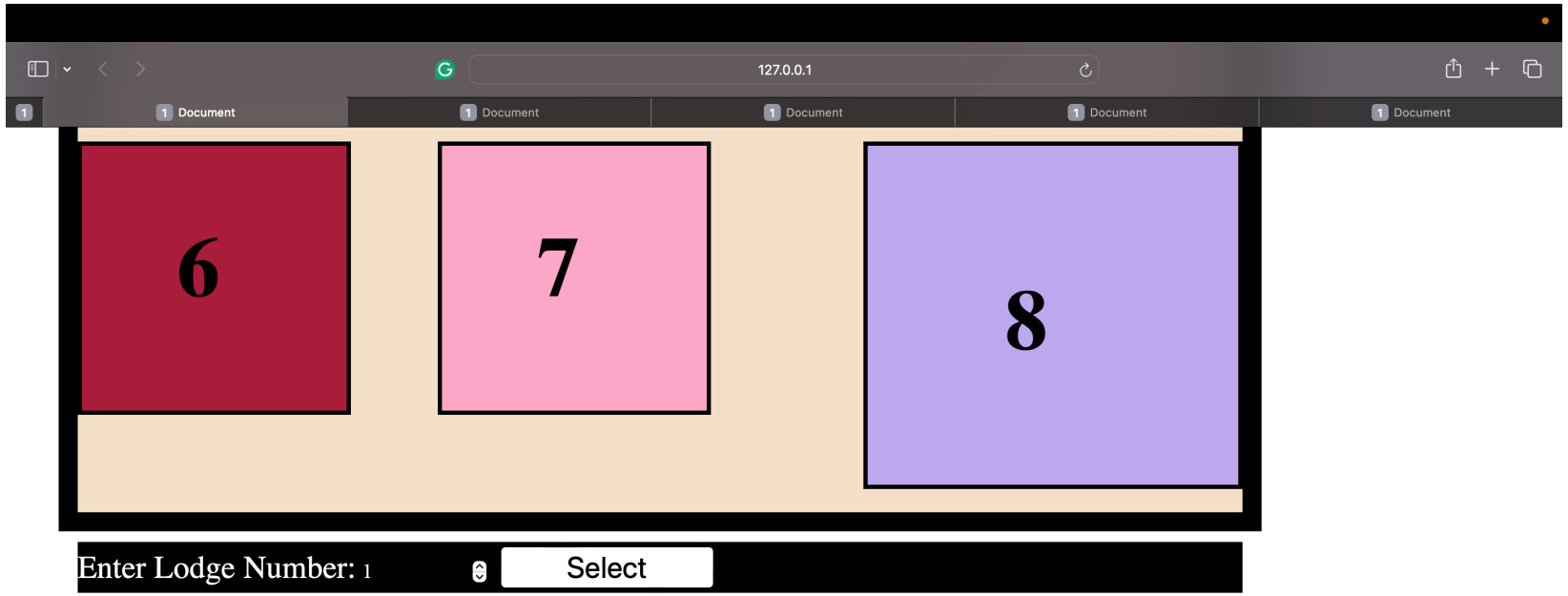


Red ones are booked

Mouse Hover

Field to select the lodge

Booking System Working



Confirm Details

Check In Date: 2024-06-09

Check Out Date: 2024-06-12

Number of People: Adults: 1, Children: 1

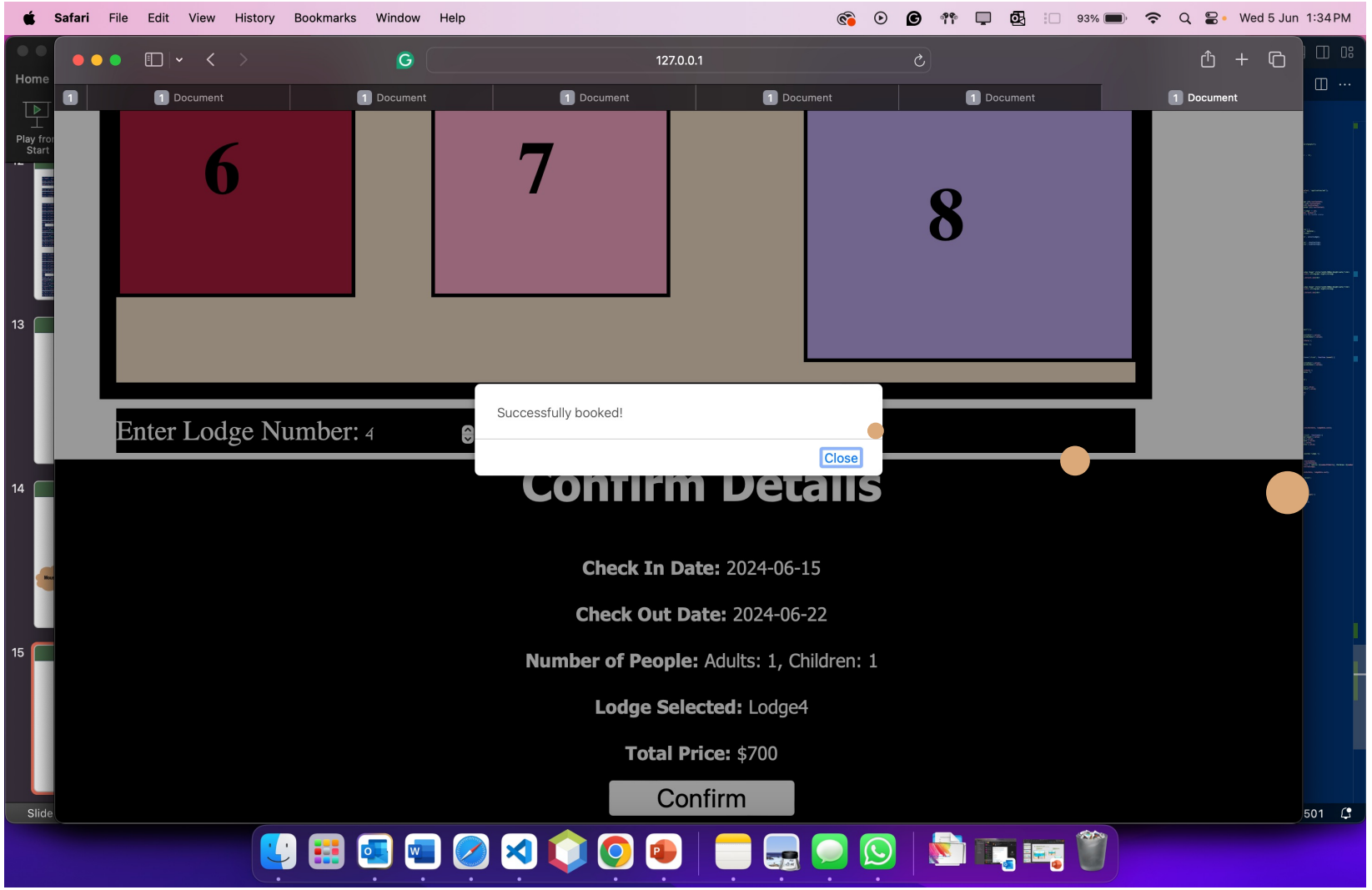
Lodge Selected: Lodge1

Total Price: $300

Confirm

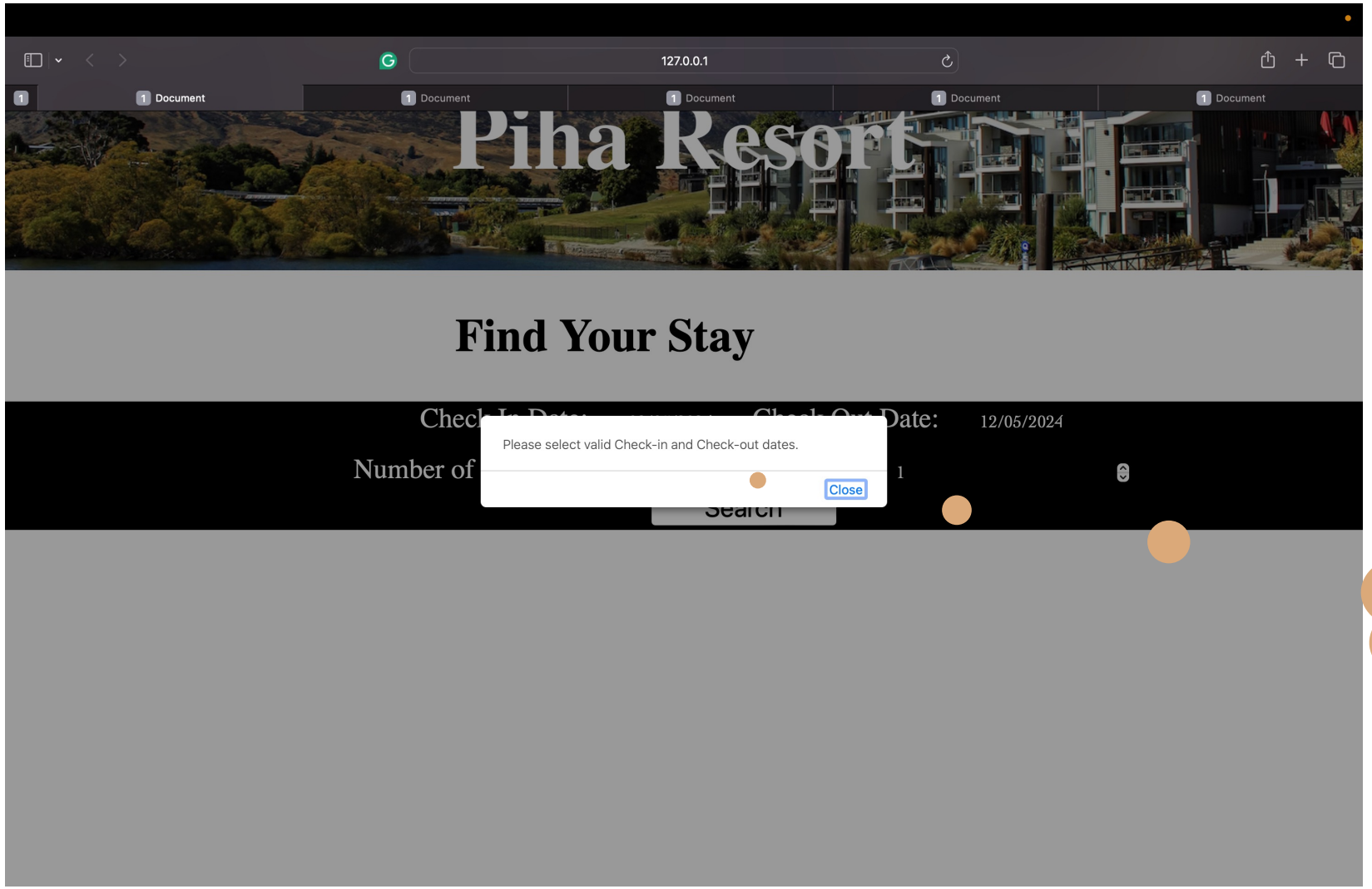
Summary of details

Booking System Working



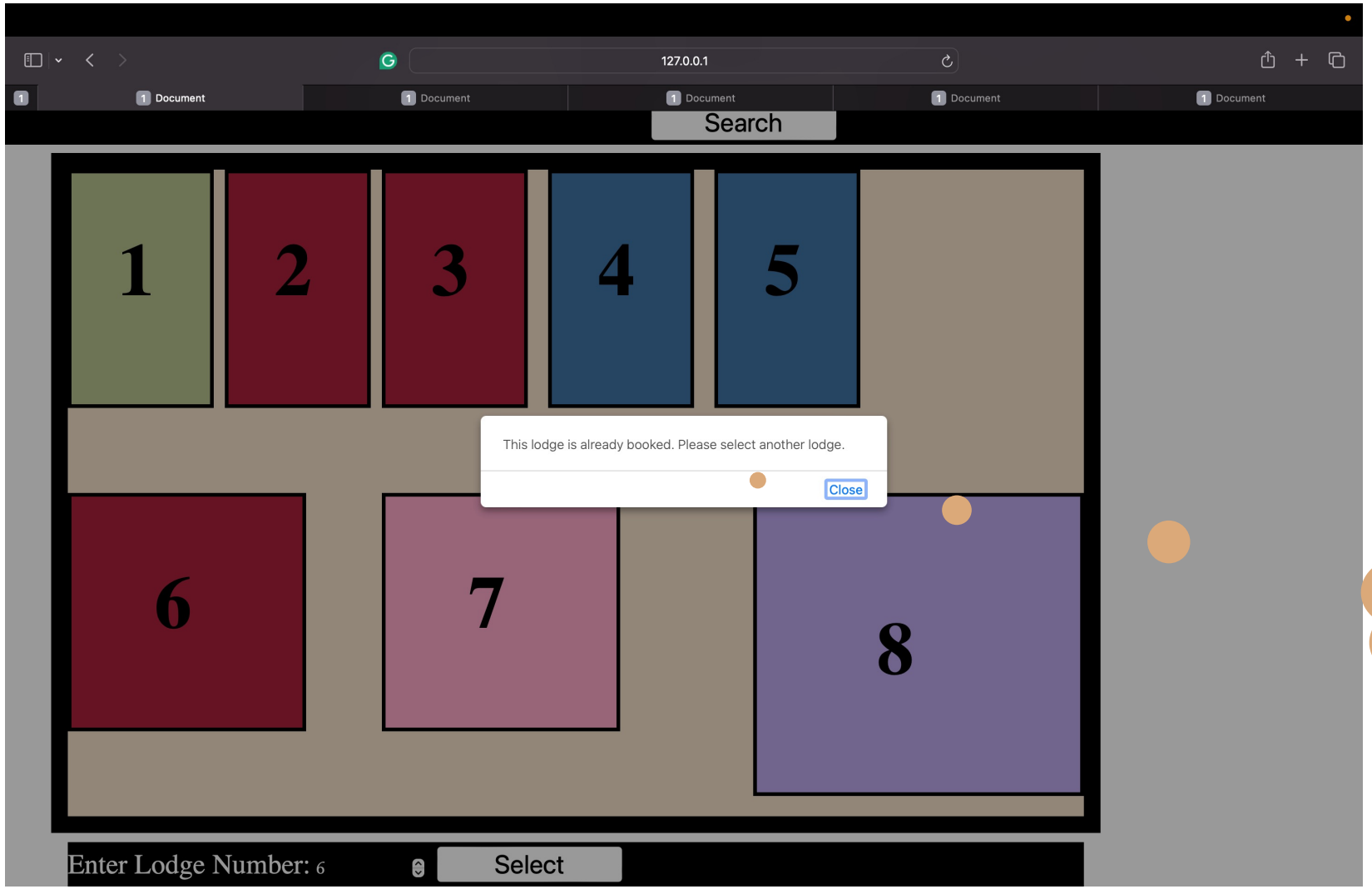
Successful booked message

Booking System Working



Invalid Dates

Booking System Working



Already booked lodges