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# ISCG 6420 Internet & Website Development

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Course:

**ISCG6420 Internet & Website Development**

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Lecturer:

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**Deadline: 5/06/2024**

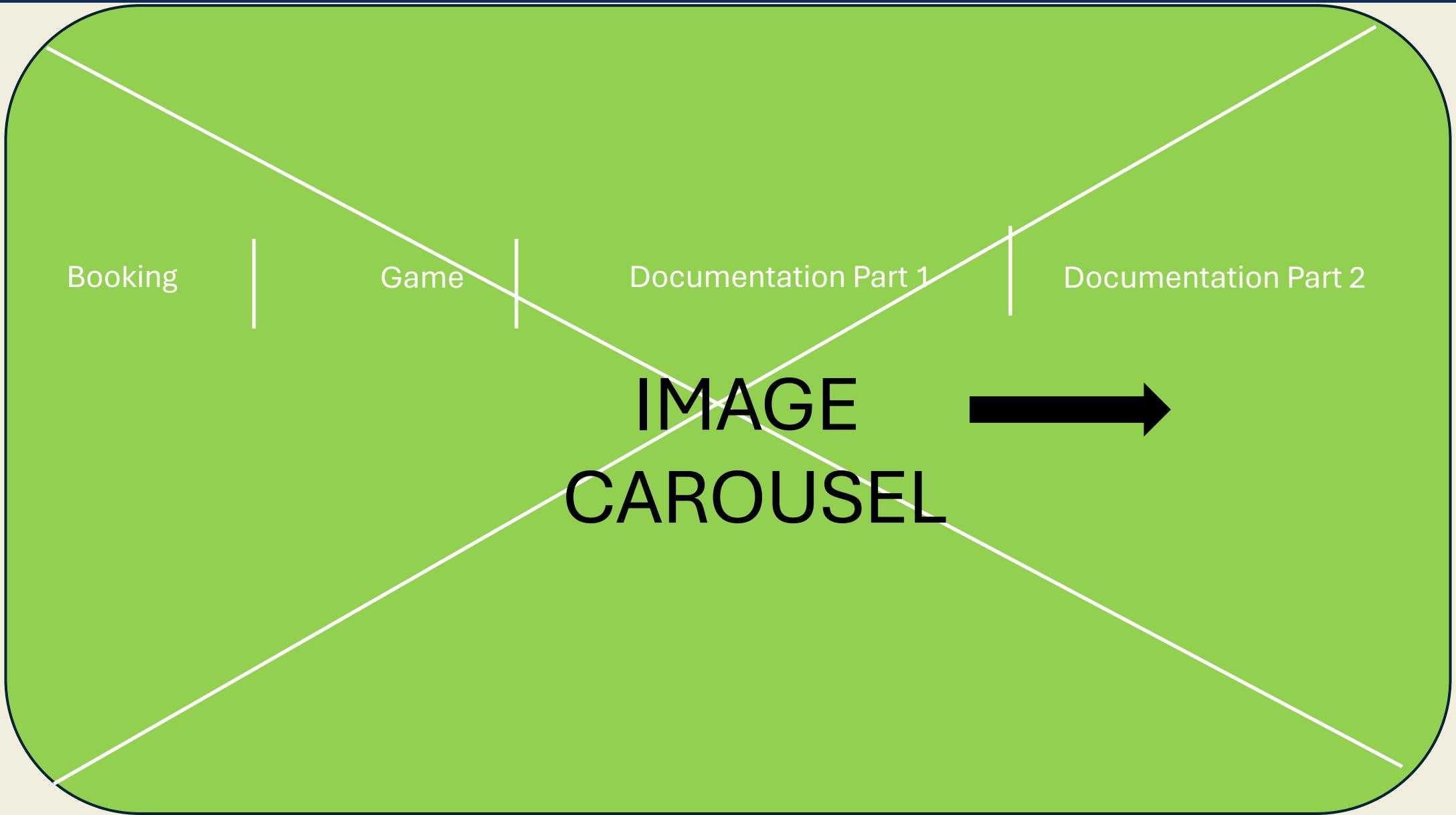
**This submission is our own work, except where clearly referenced.**

Signature \_\_\_\_\_ Himani Walia

Alex Yongsuok Jung

Date 5/06/2024

## PIHA RESORT HOME PAGE WIREFRAME



## PIHA RESORT HOME PAGE WIREFRAME

Booking

Game

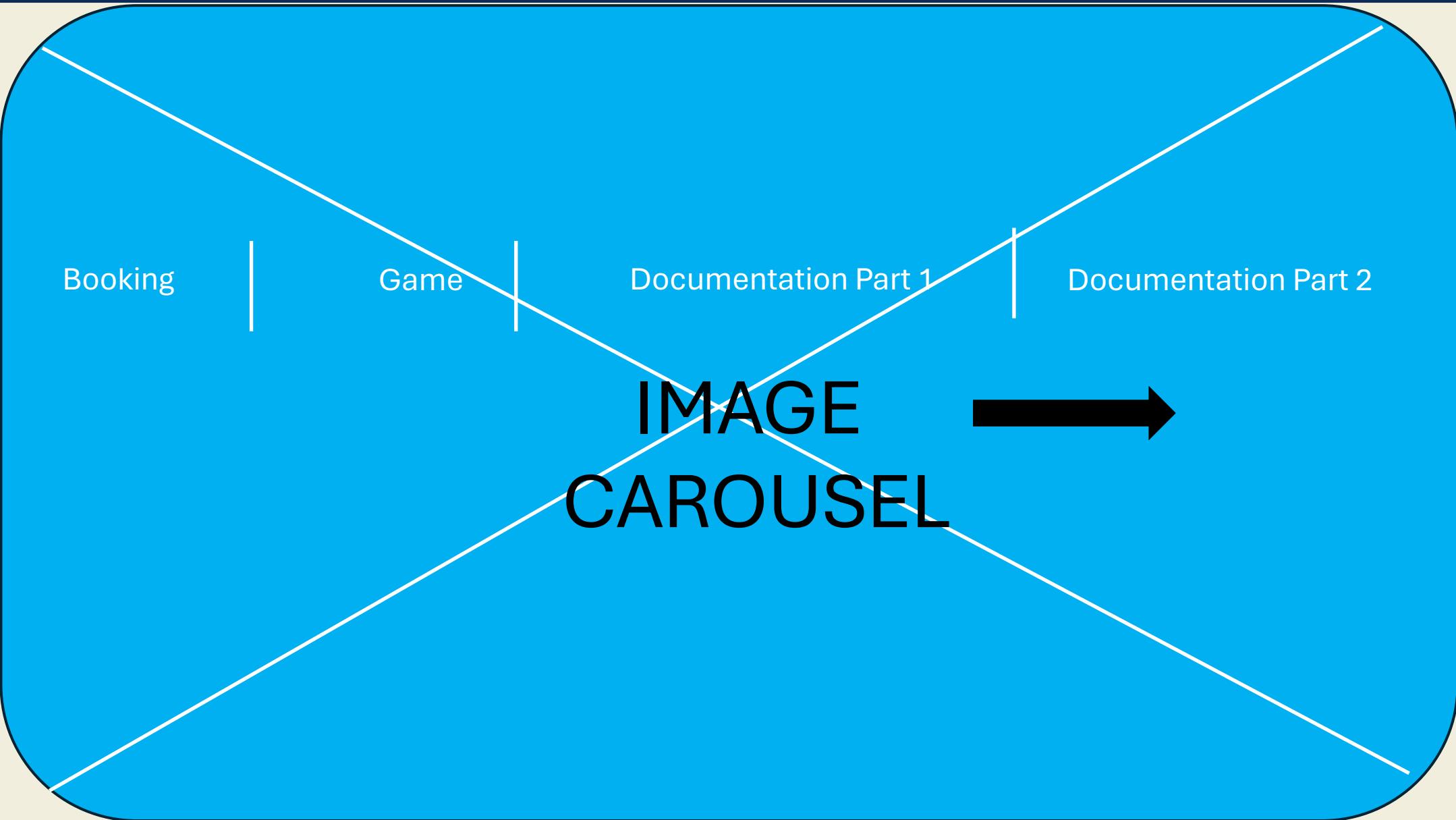
Documentation Part 1

Documentation Part 2

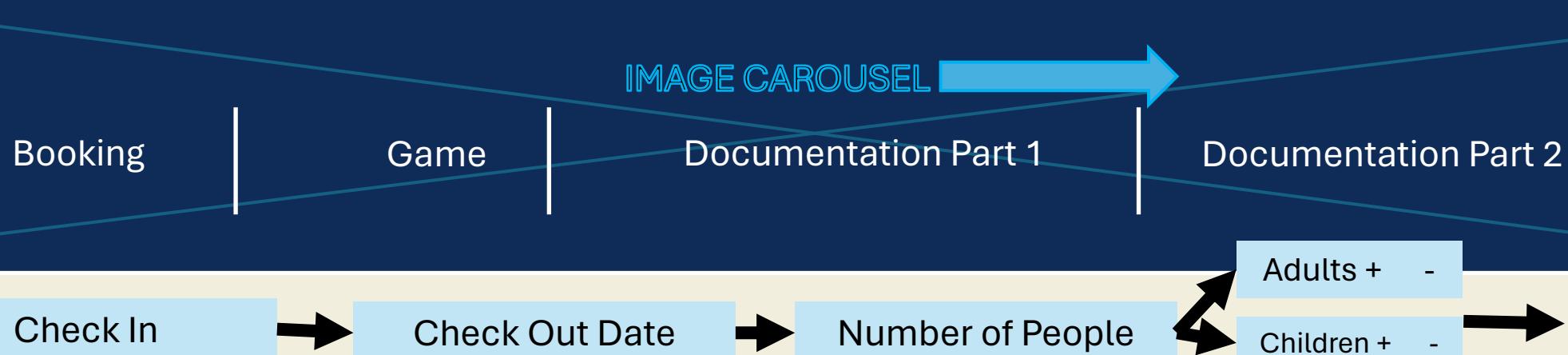
**IMAGE  
CAROUSEL**



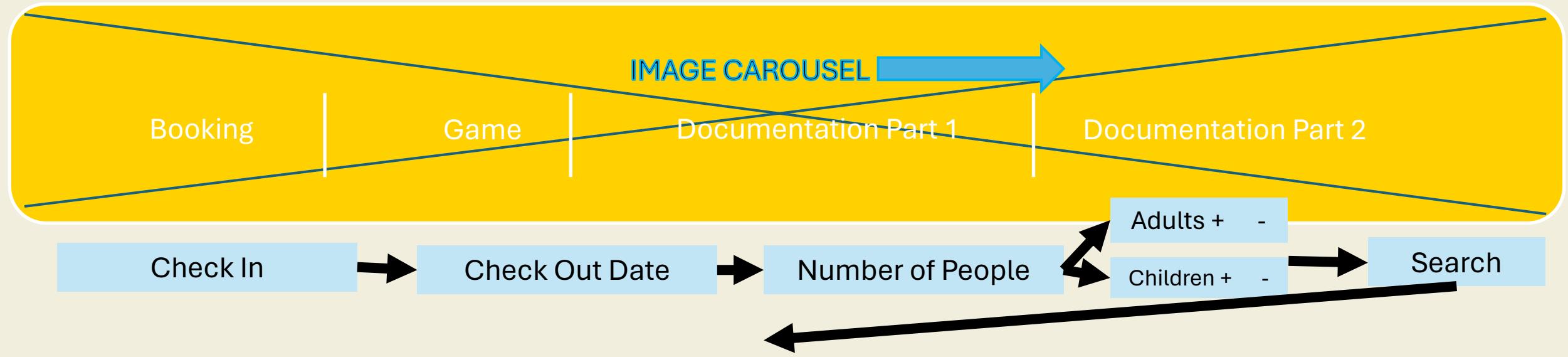
## PIHA RESORT HOME PAGE WIREFRAME



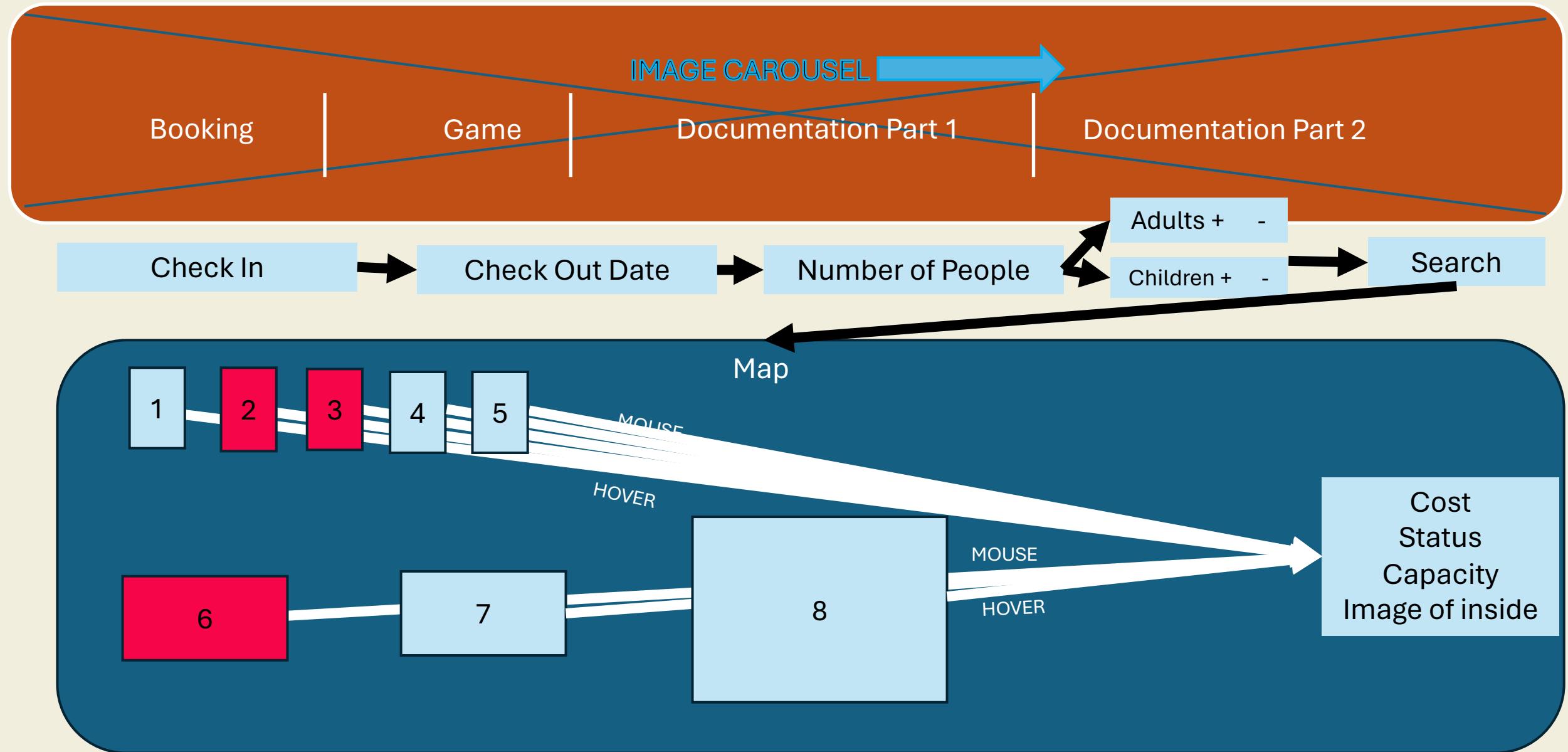
# PIHA RESORT BOOKING SYSTEM WIREFRAME



# PIHA RESORT BOOKING SYSTEM WIREFRAME



# PIHA RESORT BOOKING SYSTEM WIREFRAME



# PIHA RESORT GAME WIREFRAME

Booking

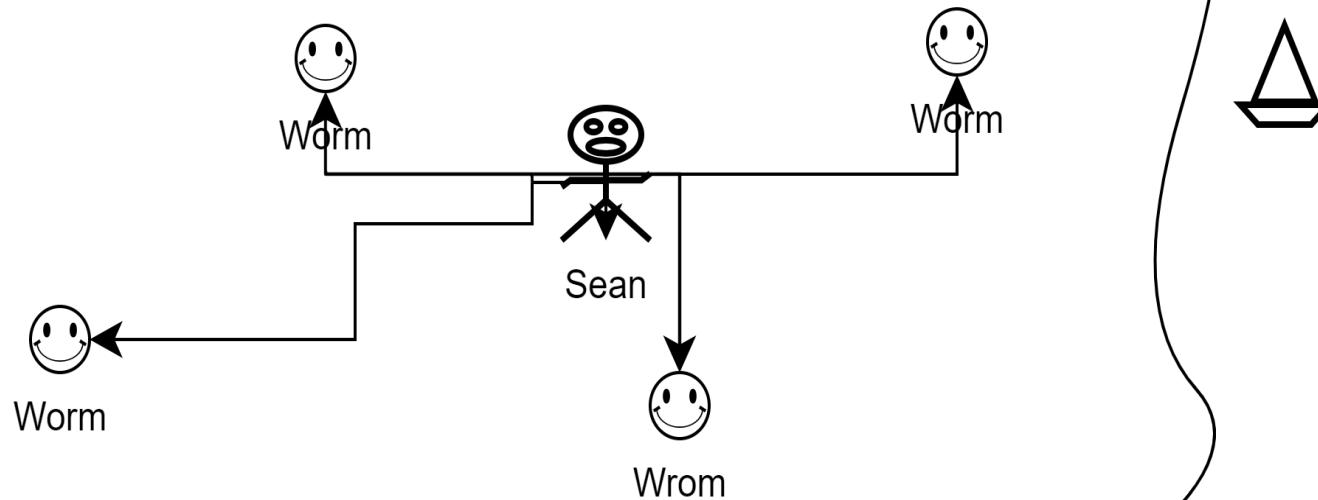
Game

IMAGE CAROUSEL

Documentation Part 1

Documentation Part 2

Score : 8000 Time Left : 55



Sean of Piha Beach

Sound

On

Off

Duration of Game

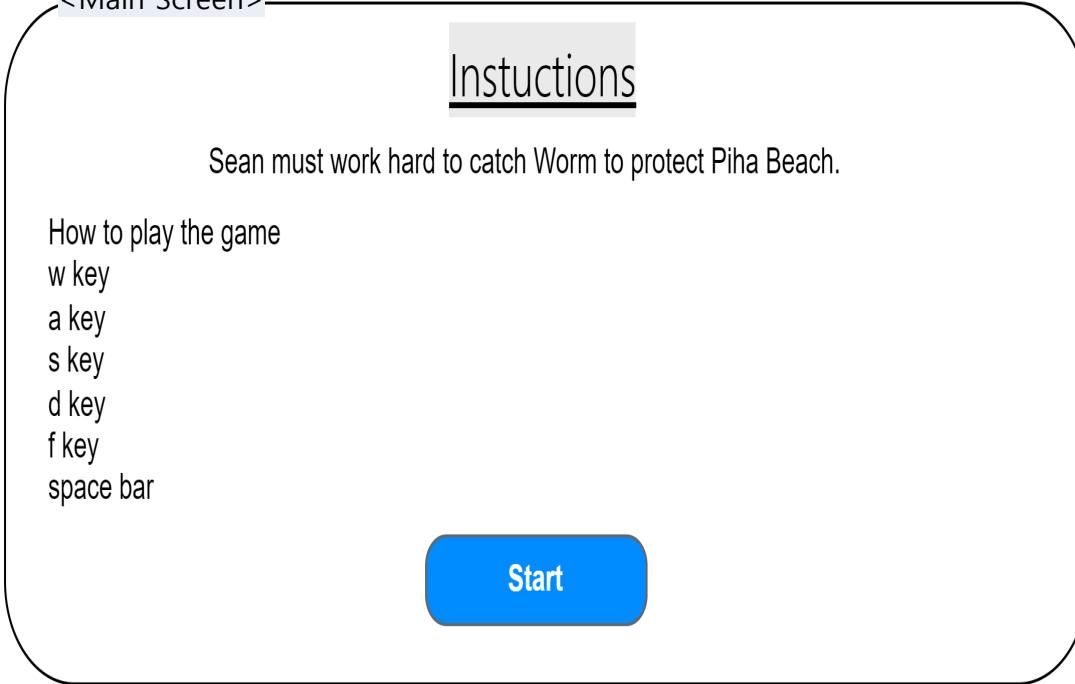
3 Min

1 Min

Retry

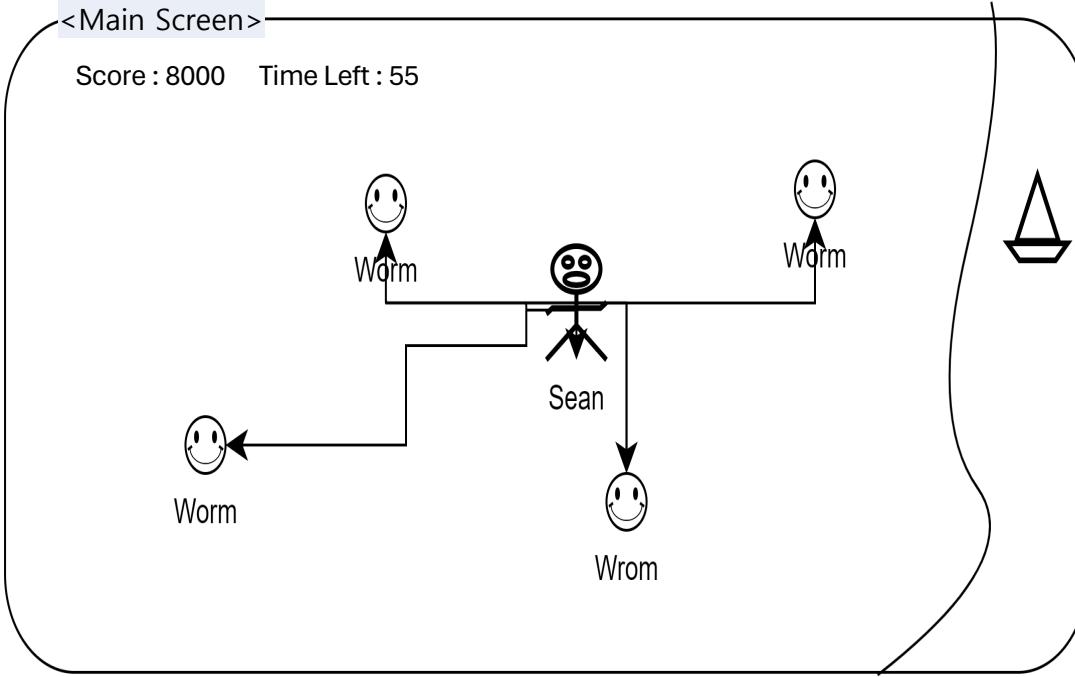
# PIHA RESORT GAMING STORYBOARD

## Game : Step 1 - Instructions for enjoying the game

<p>&lt;Main Screen&gt;</p>  <p>The screenshot shows a rounded rectangular interface. At the top left is a grey box labeled '&lt;Main Screen&gt;'. Below it is a 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 right of this text is a large blue button labeled 'Start' in white. On the far left, there is a vertical list of controls: 'w key', 'a key', 's key', 'd key', 'f key', and 'space bar', each preceded by a small icon.</p>	<p>Description</p> <p>Steps for First screen when customer press the game tab</p>
<p>Content</p> <p>&lt;Main Screen&gt;: 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>&lt;Sound&gt;: Set the background music and sounds for the game.</p> <p>&lt;Retry&gt;: Restart the game. However, skip the Instruction screen.</p>	<p>Content</p> <p>&lt;Main Screen&gt;: 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>&lt;Sound&gt;: Set the background music and sounds for the game.</p> <p>&lt;Retry&gt;: Restart the game. However, skip the Instruction screen.</p>
<p>Effects</p> <p>&lt;Sound&gt;: Toggles when one of On and Off is selected.</p> <p>&lt;'Start' Button&gt;: move to the next step (Game screen)</p>	<p>Effects</p> <p>&lt;Sound&gt;: Toggles when one of On and Off is selected.</p> <p>&lt;'Start' Button&gt;: move to the next step (Game screen)</p>

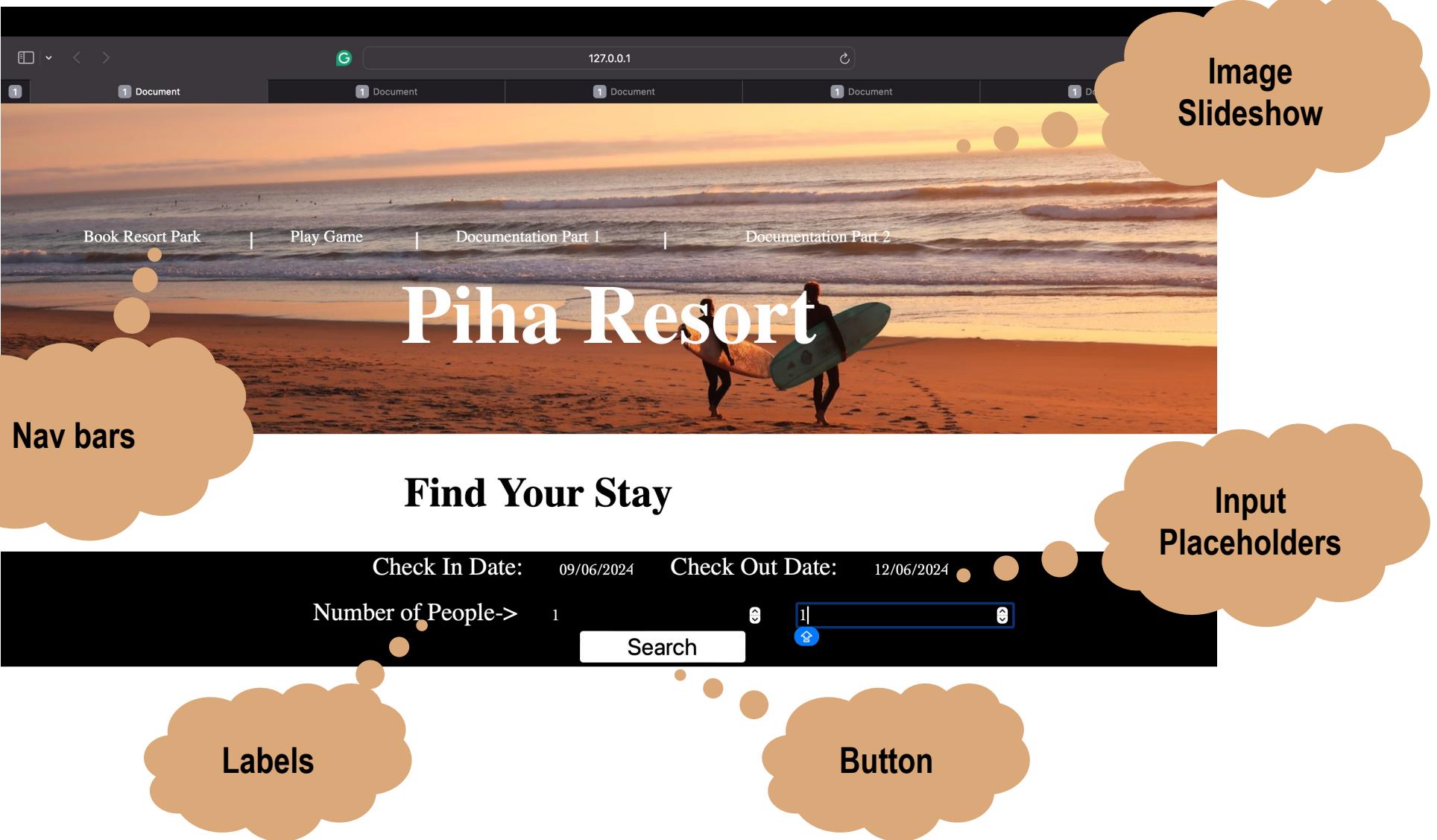
# PIHA RESORT GAMING STORYBOARD

## Game : Step 2 – Game Screen

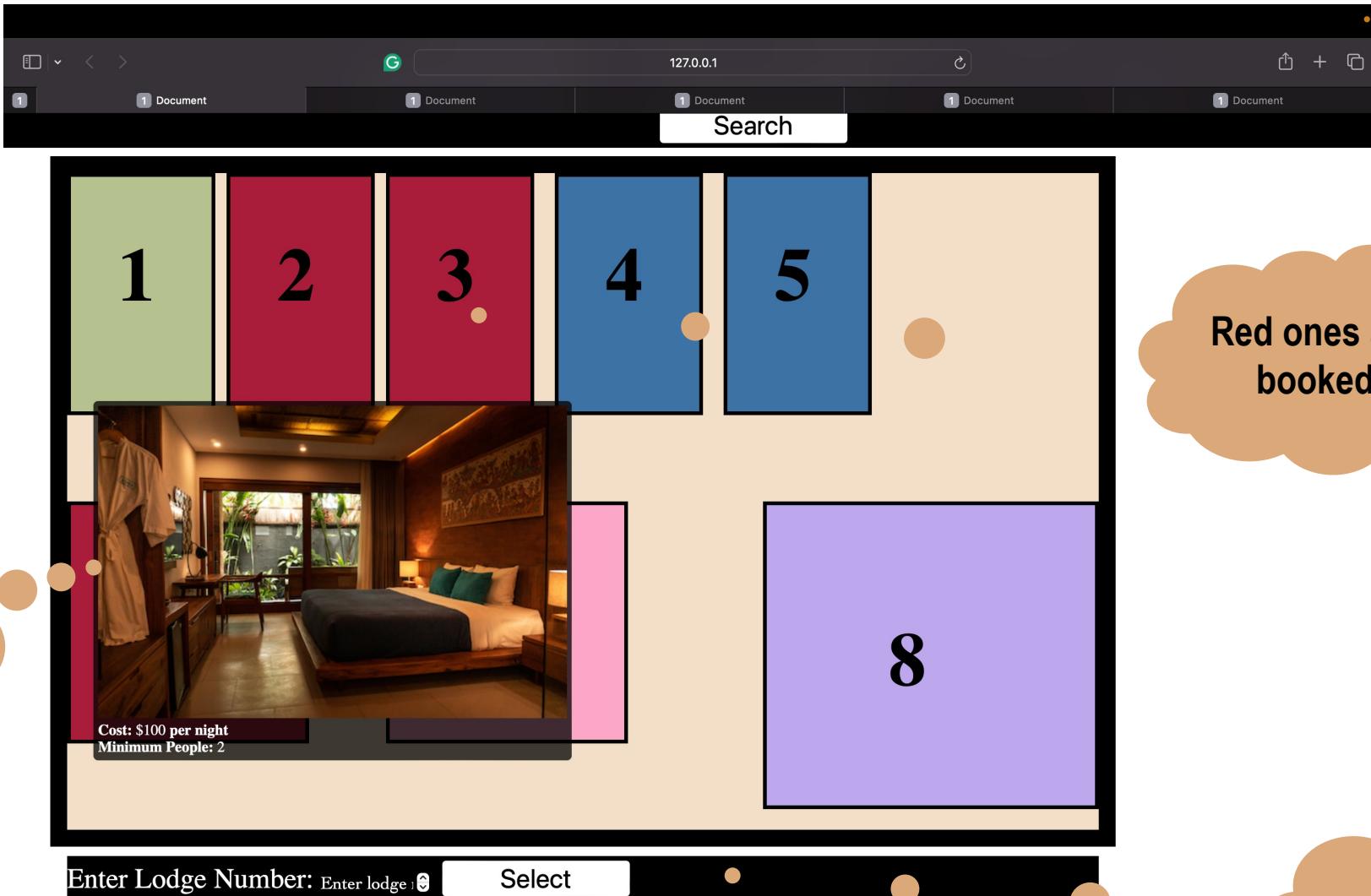
Description	Game view screen
Content	<p>&lt;Main Screen&gt;</p>  <p>Score : 8000 Time Left : 55</p> <p>Sean of Piha Beach</p> <p>Sound</p> <p>On Off</p> <p>Duration of Game</p> <p>3 Min 1 Min</p> <p>Retry</p>
Effects	<p>&lt;Main Screen&gt;: Sean moves in the specified direction by pressing the w, s, 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>&lt;Retry button&gt;: Restart the game.</p>



# 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. It contains the heading 'Confirm Details' in white bold text. Below the heading, 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 decorative trail of three orange dots. Inside the thought 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

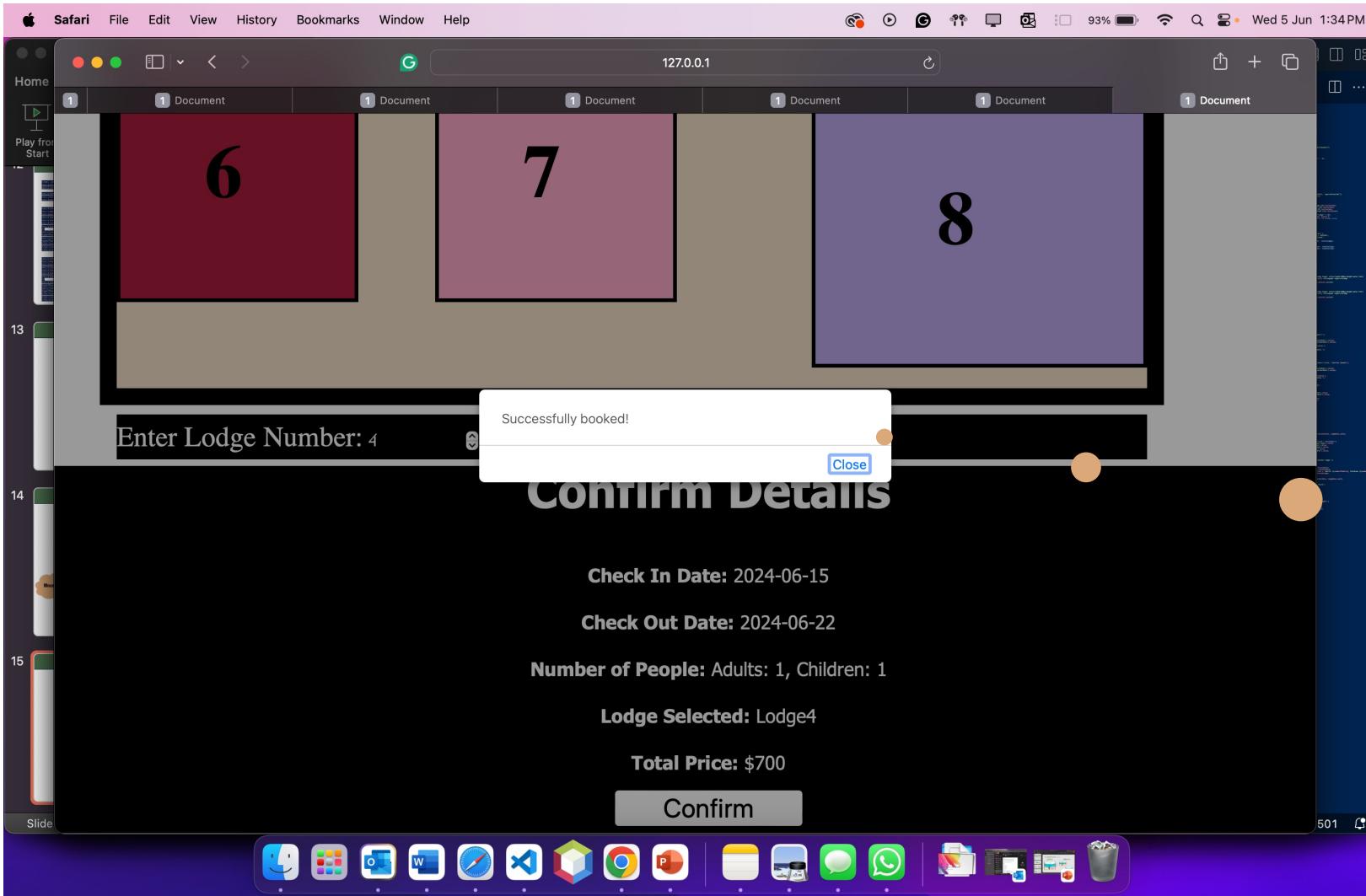
**Lodge Selected:** Lodge1

**Total Price:** \$300

Confirm

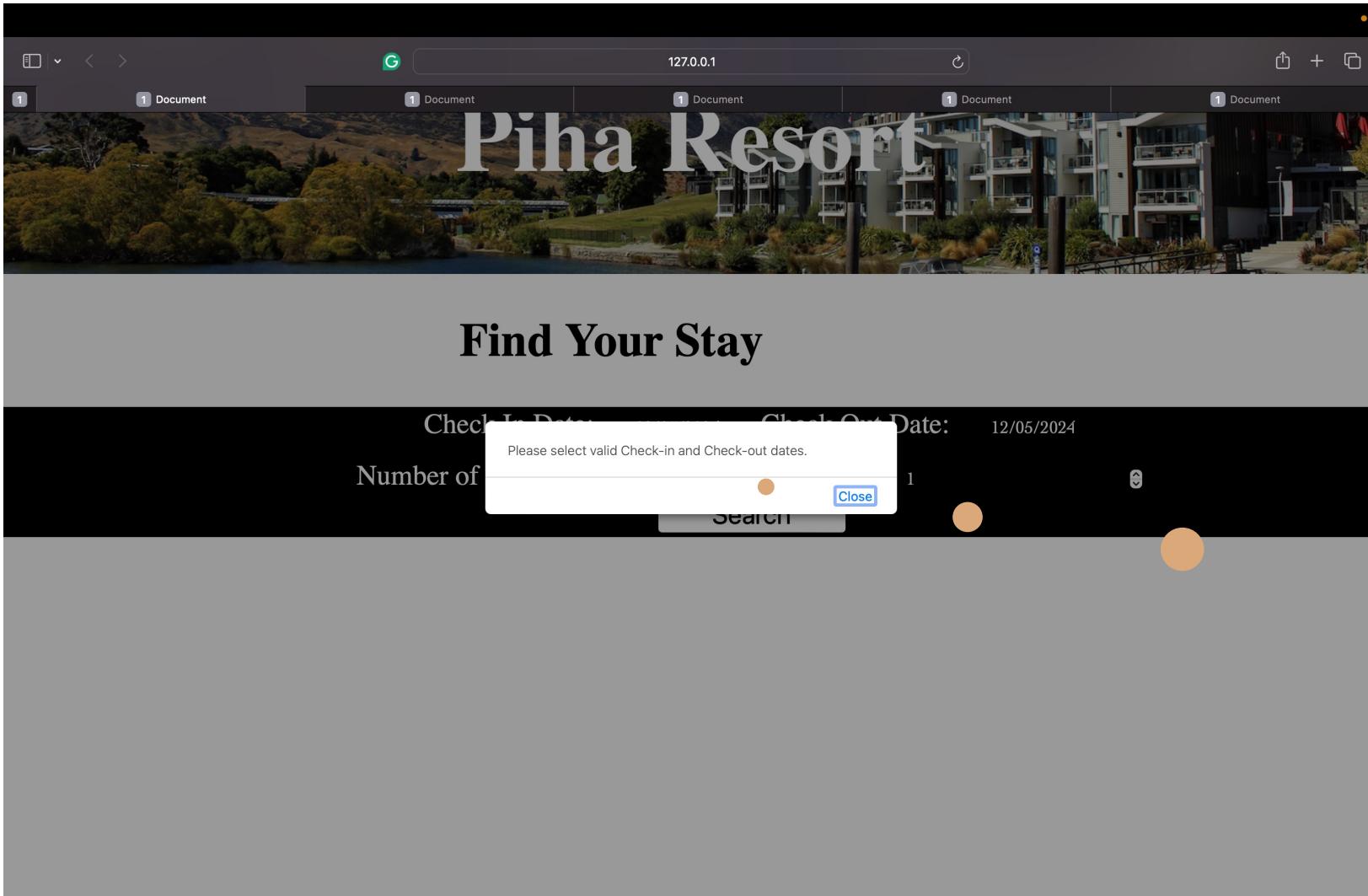
Summary of details

# Booking System Working



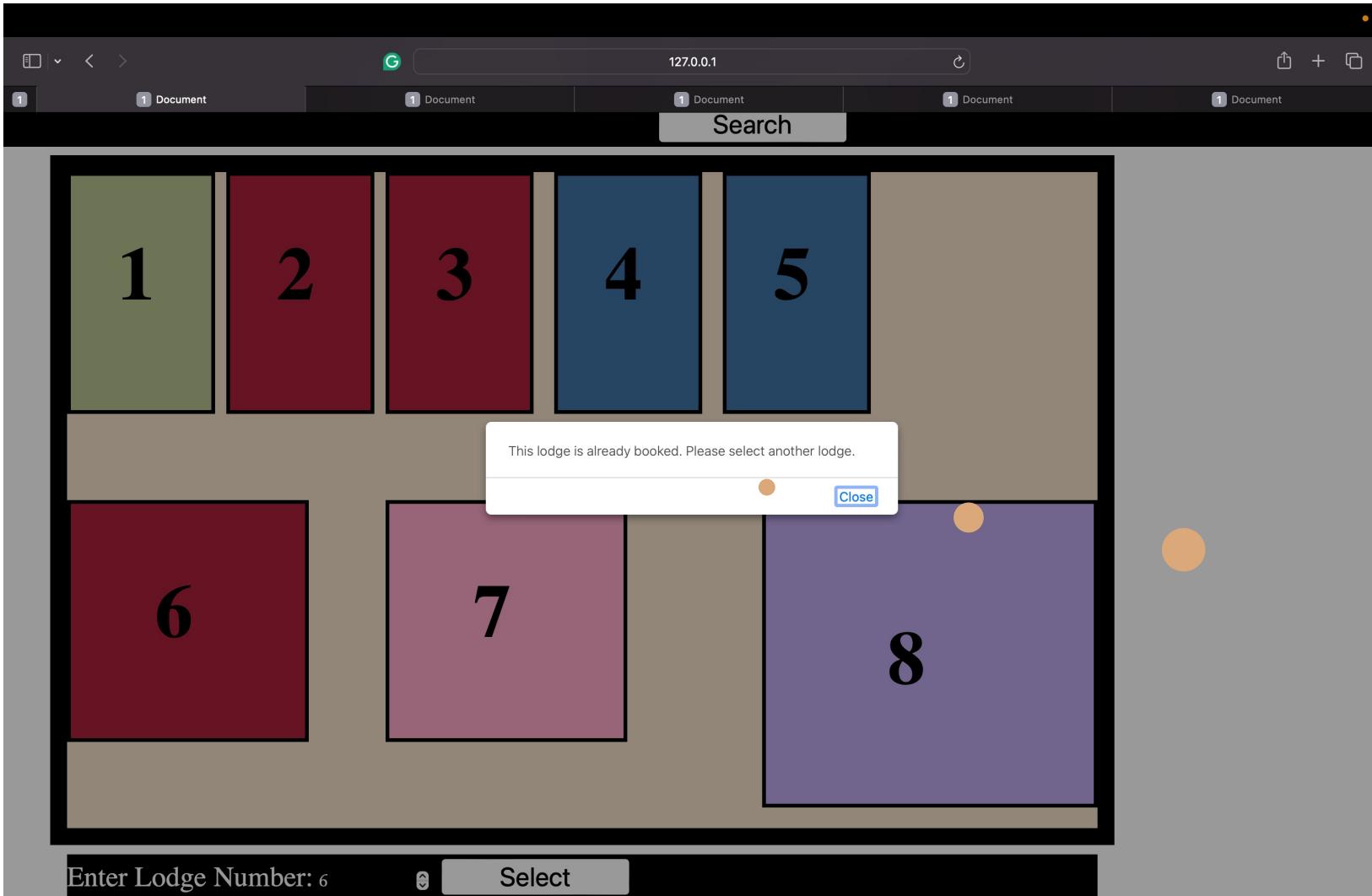
Successful  
booked  
message

# Booking System Working



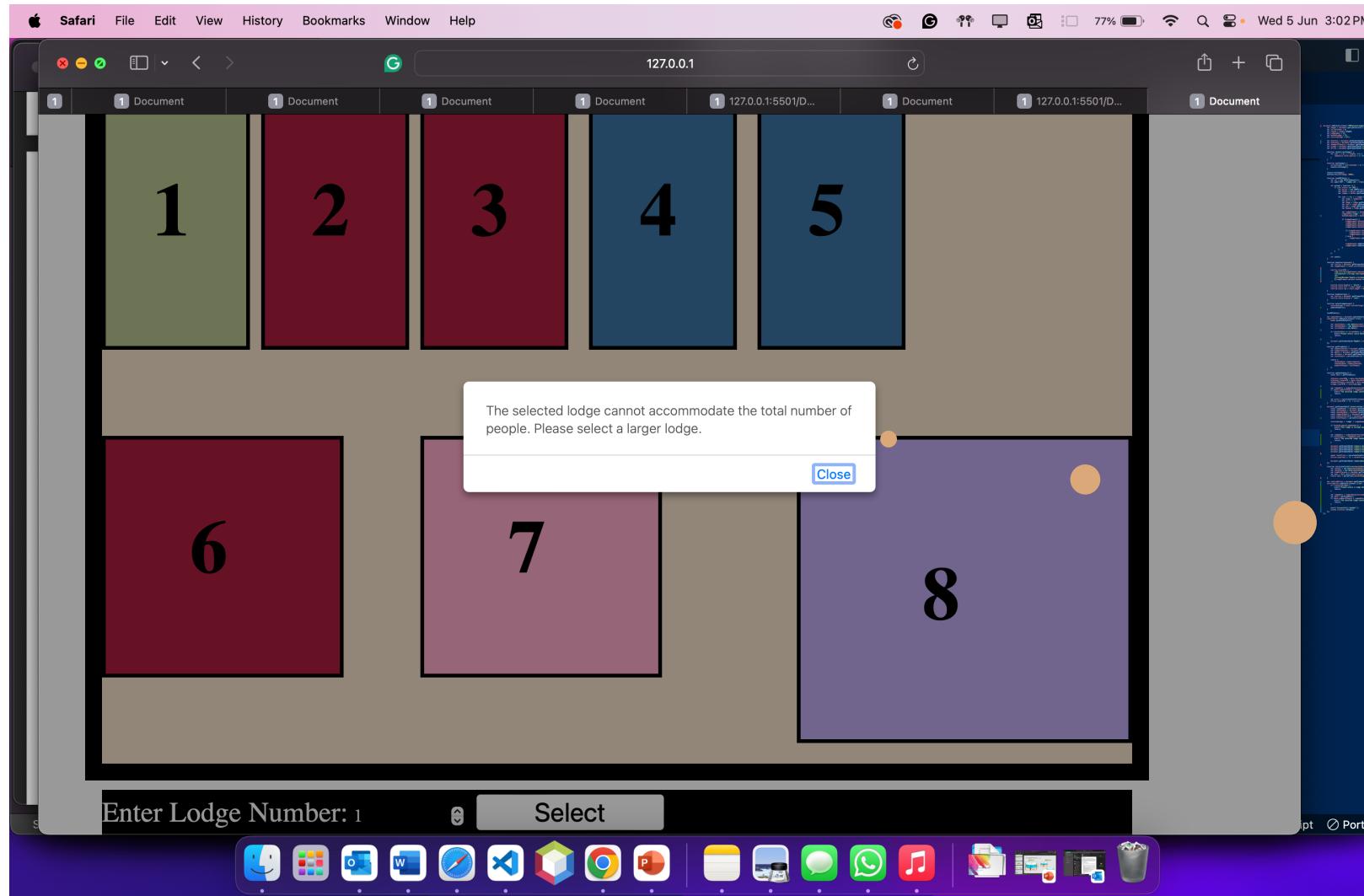
Invalid Dates

# Booking System Working



Already  
booked  
lodges

# Booking System Working



**Smaller  
Place  
Condition**