Solar System Team Presenting

What is it?

"SOLAR SYSTEM"

when?

"December 18-20/2017"

where?

"Epicudus Code Kitchen"

where can I see it?

"Gh-Pages"

who was involved?

individuals that were involved in the project include but not limited:

Aaron R , Natalia T, Ross F, Zach E, Paul K.

Presented to: Epicodus Students

by

"Name of Presenter"

Our Group name “SOLARS”

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| 1…………….  2.……………  3.…………….  4.…………….  5.…………….  6.……………  7.……………  8.…………… | **Table of Contents**  Summary & UI interface  Landing Page & Functionality Overview.  Building & Complexity  Functionality Overview  Backed  Technologies involved  Time for the production  Challenges & Complications |

1. Summary & UI interface

* This is the application build to educate the user about our Solar system

1. Landing Page / Functionality Overview.

* The first page greats user with the simple navigation prompt to OUR Solar System page and Space travel information.
* Clicking the link on the first page trigers slideshow that shows the siries of immages that have a learning content in it.
* We created the interactive Box that implements User Interface, lists the spacecrafts avialable using collor code overlaing the aria of potantial travel time.
* User can navigate on the Solar System page and each Planet has a “Mouse-over” function with information to represent the relation “Imaginary travel” in satellite
* There is a selection of the Satellites that are presented on the second page

1. Building & Complexity

* The idea is to give information on the Overall

Interactivity was not easy

1. Functionality Overview

* How we made it
* We started from the idea was to create an interactive map of the Solar System and show how long it takes to to travel in sapce.
* The Complexity of the project was to Draw the Orbits in related proportions, and to placehold each Sollar System Object using SVG’s we using cordinat’s system with Scalabe Vector Graphics

1. Backed

* We have laid out the Backend that we used objects for Sollar System aswell as other objects like Planets Sun Pluto(which is not a plavet anymore) and spacecrafts that is also objects.
* And also we have a function that basically gets time from the user and speed from our spacecraft object and returns distance in actual pixels.
* The Solar system object has a prototype that creates the objects inside of it
* During the development, we add an extra functionality including various space crafts
* Also Additional sollars System object like the “Orion Belt”

1. Technologies involved

* JavaScript, Jquery, Github, Bootstrap, CSS, Atom.
* Elipsis SVG’s

1. Time for the production

* We have started on December 18th ended on 21. 2017

8. Challenges & Complications

* Our Biggest challenge was with SVG’s learning how to use it because we have newer used SVGs before.
* Luckily We didn’t have any Github merging problems.
* We tried to animate the webpage
* And we have SUCCESSFULLY - Failed it! ☺
* HURRY!!!
* We have failed some Issues that couldn’t resolve - it is to customize the Bootstrap with the Check BoxesBut overall we really Proud to represent Our Project that reaches beyond of what we have planned
* It is initial Sucses of what we have planed to achieve. (Proud - YES!)

1. Any Questions from the Audience?