# Table of contents

This is the Developer’s guide for Alaina’s game created by 10 x 10 Studios. It will contain a high level overview of each of the files that makes up the game as well as a more in depth look at the code behind it.

Contents

[Table of contents 2](#__RefHeading__57_234873182)

[Slideshow.js 2](#__RefHeading__59_234873182)

[Main.html 3](#__RefHeading__61_234873182)

[Colorscheme.css 4](#__RefHeading__63_234873182)

[Aboutus.html 5](#__RefHeading__65_234873182)

# Slideshow.js

# Main.html

There are three different HTML files for the site: main.html, documentation.html, and aboutus.html.

main.html is the HTML file for the main web page.

The file itself is fairly simplistic. There are various html elements on the page that on their own don't do much. However, there are references to the Javascript file and the CSS file. Neither of these files will be covered in this portion; but a thorough understanding will help in grasping all of the little complexities in main.html. For now the discussion will only be around the html elements themselves.

* Div – useless on their own. Referenced in the other files
* Img – will be used to display pictures during the course of the game
* Button – 3 distinct buttons that each do different things

1. Play Together – is for the game mode with Alaina and another person
2. Play Solo – is the game mode for only Alaina
3. Options - a pop up menu will display various game options this menu will itself contain buttons, drop down menus, checkboxes, and text boxes. These elements change the look and feel of the page as well as alter how the games modes are played. These should be self descriptive.

* Script – contains references to the javascript file

# Colorscheme.css

This is the CSS file and contains information about how to display the elements on main.html. These can be changed by altering the look and feel from the options menu.

Much of this file will remain static; however, there is a bit of a dynamic element to it. The 3 buttons on main.html will look different based on whether or not the button has been clicked or hovered. Furthermore, there is support for many types of displays built in via media queries.

The layout will change based on the size of the display being used, supported displays are:

* 500 – 790 pixels
* 790 – 1440 pixels
* 1439 and above

Anything below any of these resolutions is not supported and the page will indicate that.

# Aboutus.html

This page itself is very simple and will only contain a small blurb about the developers. Maybe a picture of the team but nothing much will be here. This can be accessed from the options menu of main.html.