

# ReadMe

Activities are parameter driven HTML5 apps/games referred to in the Bound Round CMS. These are the currently supported games and parameter lists.

## Sliding

### Parameters

```
"imageurl" : "<internet path to an image>"
```

```
"puzzlesize" : "int" //number of rows/columns
```

### Example

```
http://app.boundround.com/activities/Sliding/index.html?imageurl=https://d1w99recw67lvf.cloudfront.net/photos/large_America_S_Cup_Yachts_65571.jpg&puzzlesize=3
```

## Jigsaw

### Parameters

```
"imageurl" : "<internet path to an image>"
```

```
"puzzlesize" : "int" //number of pieces (will round to integer product)
```

### Example

```
http://app.boundround.com/activities/Jigsaw/index.html?imageurl=https://d1w99recw67lvf.cloudfront.net/photos/large_America_S_Cup_Yachts_65571.jpg&puzzlesize=12
```

## Wordsearch

###Parameters "hidden\_words" : "comma separated word list" [//words](#) less than 9 characters, can specify as many words as desired but game picks maximum of six randomly

```
"bgnd_img" : "<internet path to an image>"
```

###Example

```
http://app.boundround.com/activities/Wordsearch/index.html?hidden_words=ted,billy,
bob&bgnd_img=https://d1w99recw67lvf.cloudfront.net/photos/large_America_S_Cup_Ya
chts_65571.jpg
```

## SaveThePenguin

###Parameters

```
none
```

###Example

```
http://app.boundround.com/activities/SaveThePenguin/index.html
```

- [AngularJS] - HTML enhanced for web apps!
- [Ace Editor] - awesome web-based text editor
- [Marked] - a super fast port of Markdown to JavaScript
- [Twitter Bootstrap] - great UI boilerplate for modern web apps
- [node.js] - evented I/O for the backend
- [Express] - fast node.js network app framework [@tjholowaychuk]
- [Gulp] - the streaming build system
- [keymaster.js] - awesome keyboard handler lib by [@thomasfuchs]
- [jQuery] - duh

And of course Dillinger itself is open source with a [public repository](#) on GitHub.

# Installation

You need Gulp installed globally:

```
$ npm i -g gulp
```

```
$ git clone [git-repo-url] dillinger
```

```
$ cd dillinger
```

```
$ npm i -d
```

```
$ mkdir -p public/files/{md,html,pdf}
```

```
$ gulp build --prod
```

```
$ NODE_ENV=production node app
```

## Plugins

Dillinger is currently extended with the following plugins

- Dropbox
- Github
- Google Drive
- OneDrive

Readmes, how to use them in your own application can be found here:

- [plugins/dropbox/README.md](#)
- [plugins/github/README.md](#)
- [plugins/googledrive/README.md](#)
- [plugins/onedrive/README.md](#)

## Development

Want to contribute? Great!

Dillinger uses Gulp + Webpack for fast developing. Make a change in your file and instantaneously see your updates!

Open your favorite Terminal and run these commands.

First Tab:

```
$ node app
```

Second Tab:

```
$ gulp watch
```

(optional) Third:

```
$ karma start
```

## Todos

- Write Tests
- Rethink Github Save
- Add Code Comments
- Add Night Mode

## License

MIT

**Free Software, Hell Yeah!**

- [john gruber](#)
- [@thomasfuchs](#)
- [1](#)
- [marked](#)
- [Ace Editor](#)
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- [jQuery](#)
- [@tjholowaychuk](#)
- [express](#)
- [AngularJS](#)
- [Gulp](#)