

Project Proposal: A History of Transportation

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1. Project Summary & Objectives

Project Summary

"A History of Transportation" is an interactive digital timeline that explores six pivotal moments in the history of transportation, ranging from the invention of the wheel in 3500 BC to the Apollo 11 moon landing in 1969.

Designed for HTML5 Canvas, the project eschews the clutter of traditional history textbooks in favor of a sleek aesthetic. The experience focuses on simple imagery and clear typography to engage users. Navigation is driven by a persistent, non-linear dock system, allowing users to jump seamlessly between eras to understand the technological leaps that connected humanity.

Project Objectives

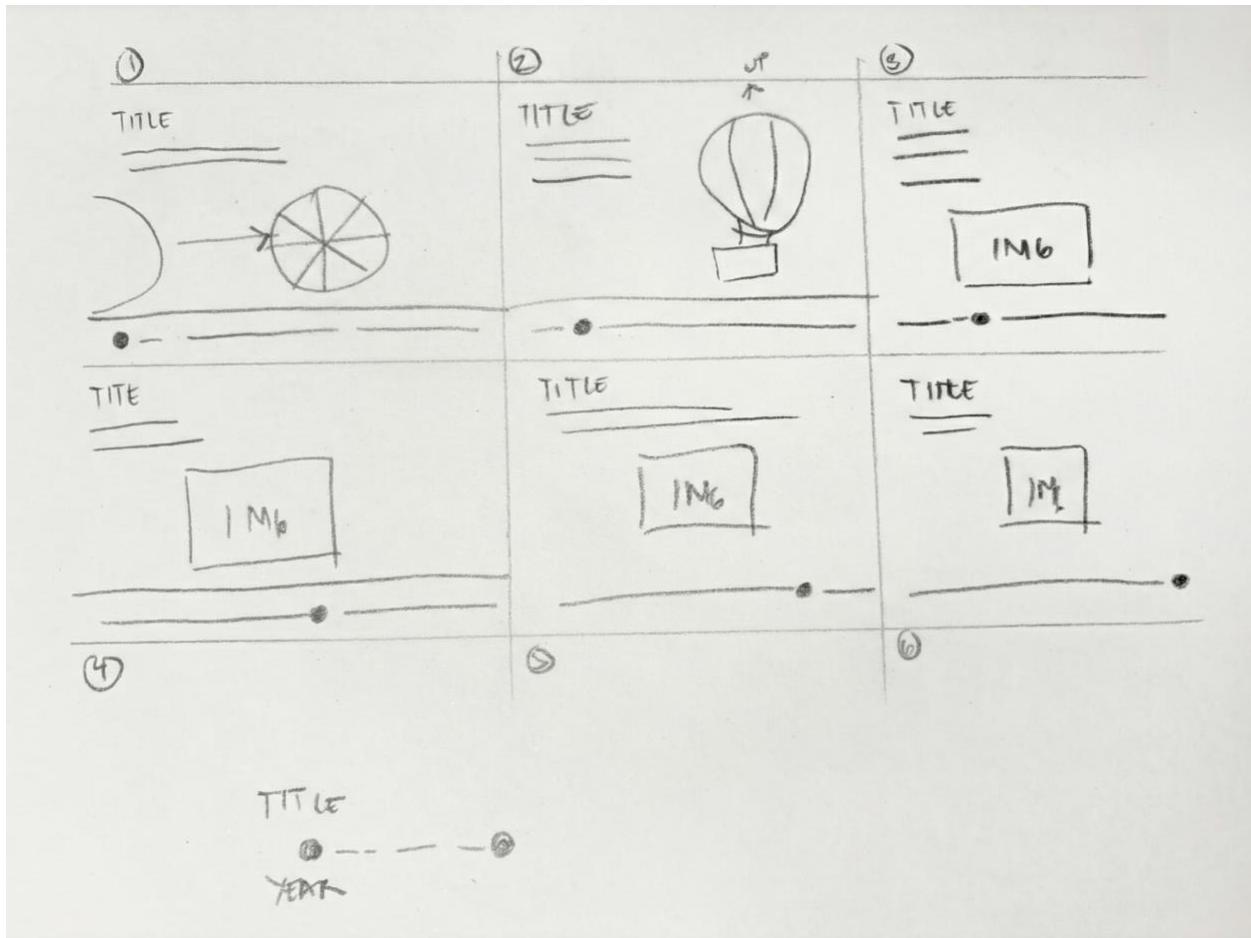
- **Educational:** To distill complex historical events into bite-sized, memorable insights, focusing specifically on the technological breakthrough of each era.
- **Technical:** To demonstrate proficiency in Adobe Animate by implementing:
 - **Advanced Navigation:** JavaScript logic (`this.gotoAndStop`) for non-linear storytelling.
 - **Movie Clip Animation:** A nested timeline animation: the wheel, air balloon and rocket.
 - **State Management:** Distinct visual feedback for button states (Up, Over).

Production Timeline

- **Phase 1: Research & Copywriting (Completed)**
 - Selection of 6 key historical milestones.
 - Drafting of short form copy and sourcing of public domain assets.
- **Phase 2: UI Design (In Progress)**
 - Creation of the interface in Photoshop.
 - Design of the pill-shaped navigation dock and icons.
- **Phase 3: Animate Development**
 - Setting up the HTML5 Canvas project and Frame Labels (wheel, balloon, etc.).
 - Coding the navigation logic and button listeners.
- **Phase 4: Animation & Testing**
 - Animating the rocket launch sequence.
 - Cross-browser testing for functionality and responsiveness.

2. Flowchart / Storyboard Concept

User Flow Overview The application follows a single-page application (SPA) model where the navigation remains constant while the content updates dynamically.



START SCREEN (Frame 1)

- **Content:** "The Wheel" (3500 BC) loads by default.
- **Action:** User assesses the interface.

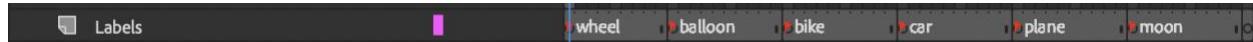
MAIN INTERFACE

- **Layout 1:** Text Top / Image/animation Bottom.
- **Layout 2:** Split Screen (Text Left / Image Right).
- **Navigation:** Persistent "Dock" at the bottom center containing 6 dots as navigation

INTERACTION LOGIC

- **Click 3500 BC:** Jump to Frame wheel

- *Display:* Ancient Wheel image + Intro Title and Text.
 - *Action:* Trigger wheel animation
- **Click 1783:** Jump to Frame balloon
 - *Display:* Balloon image + Intro Title and Text.
 - *Action:* Trigger balloon/clouds animation
- **Click 1817:** Jump to Frame bike
 - *Display:* Dandy Horse image + Intro Title and Text.
- **Click 1886:** Jump to Frame car
 - *Display:* Benz Motorwagen image + Intro Title and Text.
- **Click 1903:** Jump to Frame plane
 - *Display:* Wright Flyer image + Intro Title and Text.
- **Click 1969:** Jump to Frame moon
 - *Display:* Saturn V Rocket.
 - *Action:* Trigger rocket animation



3. Photoshop Interface Design Specs

Design Philosophy: Clean & Structured. The interface avoids visual clutter by using a white background, black text and blue as accent colour.

Visual Specs

- **Canvas Size:** 1024px x 768px (HD Standard).
- **Color Palette:**
 - **Background:** Pure White (#ffffff) – Ensures maximum contrast for text.
 - **Timeline Accents:** Royal Blue (#0033cc) – Used for timeline dots and active states.
 - **Typography:** Black (#000000) for all primary text elements.
 - **Footer Background:** Light Beige (#f5fce4) – Visually separates the navigation area.

Layout Strategy

- **Centralized Stack:** The design follows a strict vertical hierarchy.
 1. **Title:** Large, bold header aligned to the content block.
 2. **Description:** Paragraph text block centered below the title.
 3. **Hero Image:** Centered vector/illustration/animation below or left of the text.
 4. **Footer:** Full-width timeline spanning the bottom 15% of the screen.
- **Navigation System:** A linear timeline featuring labeled eras ("Ancient Era", "Balloon Era", etc.) and dates ("3500 BC"). Buttons are represented by interactive dots on a dashed connector line.

Typography

- **Headings:** Arial (Bold) – Large, legible text for the invention name (e.g., "The Wheel").
- **Body:** Arial (Regular) – Clear, readable font for the historical descriptions.

