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| **HTML5 Floor Plan Development Doc** | |
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# Overview

## Purpose

This document provides a guide for implementing the HTML5 Floor Plan as delivered by Filter, LLC**.**

## Features

This module contains the following features:

* HTML5
  + Canvas
* JavaScript

## Topics Covered

This document will cover the following areas:

* Frameworks
  + jQuery
  + KineticJS
* How It Works
  + Deliverables
  + Code Applications
* Implementation
  + Adding the module to a webpage
  + Updating Links

# Frameworks

This project has the following dependancies:

## jQuery

Built using jQuery v1.11.0.

## KineticJS

Built using KineticJS v5.0.2.

KineticJS is an HTML5 Canvas JavaScript framework that extends 2d context by enabling canvas interactivity for desktop and mobile applications.

For more documentation visit <https://github.com/ericdrowell/KineticJS/>.

# How It Works

The HTML5 Floor Plan module is built using HTML5, JavaScript, CSS and images.

## Deliverables

The module assets include an HTML file (prototype.html) and three image files (background.png, first-floor.png, & second-floor.png).

* **HTML:** The HTML file contains all developed JavaScript and CSS styles.
* **Images:** The images make up the base layers for the floor plan, which includes the walls, room nodes, and interior and exterior features. **Note**: The HTML references the images assuming that are in the same directory.

## Code applications

All JavaScript code is enclosed inside the FloorPlan.App namespace.

Each room is has a corresponding object in the JavaScript that contains attributes, such as name, ID, floor, room node and boundary coordinates, click tag urls, etc. This allows the code to distinguish when the user is hovering over a room and to paint it with the corresponding color when it has one of the states: hover, visited or selected.

Cookies are used to track which rooms have been previously visited. A cookie containing a serialized array of room ids is created each time the script is initialized and updated whenever a user click on a new room. The cookie expires 24 hours after it is created. An interface is provided to read and erase cookies for testing purposes, ex. *FloorPlan.App.readCookie(‘visitedRooms’).*

The selected room id is attained making a function call to *mdManager.getParameter('DetailId')*.

## Analytics

Analytics are wired into click events on a room areas within the module. Each time a user clicks on a room or area space the code makes a *s.t()* call to Adobe Analytics with the following data:

s.events="event47"

s.eVar46=Tentpole Id

s.eVar47=Tentpole Id + ":Select New Space-RR Floor Plan"

s.eVar48=Tentpole Id + ":Tour:Select New Space-RR Floor Plan:" + (current room) + " to " + (next space/room selected)

# Implementation

The HTML5 Floor Plan module is self contained and easily portable to most webpages.

## Adding the module to a webpage

This module can be easily added to a section or element inside a web page. Copy the CSS code including the *<style>* tags and the HTML and JavaScript code inside the *<body>* tags. This code can then be directly inserted into any HTML page. **Note**: The module is 322 pixels wide by 455 pixels tall and has no padding or margins.

## Updating links

If there is ever a need to update click tag links, this can be done by editing the room data in the JavaScript code. Find the associated room (ex. Master Bedroom) inside the roomData array and simply edit the clicktag property value string to match the new URL.

roomData = [

...

{

name: "Master Bathroom",

id: 6072691,

floor: 2,

roomBoundaries: 1,

visited: isVisited(this.name),

clicktag: "http://www.diynetwork.com/blog-cabin/master-bathroom-tour-from-blog-cabin-2014/index.html",

point: {x: 180.2, y: 52.5},

drawFunc: function(ctx) {

ctx.beginPath();

ctx.moveTo(223.5, 69.0);

...

ctx.closePath();

ctx.fillStrokeShape(this);

}

},

...

];