



ESCUELA
SUPERIOR DE
ARTE Y
TECNOLOGÍA

Web Development's Final Project

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Year	Fresh Year 22-23
Career	VPG (VideoGame Programming)
School	ESAT (Escuela Superior de Arte y Tecnología)

Hotline Miami Web Page Documentation

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About Hotline Miami Wiki

This wiki aims to provide valuable information about the video games "Hotline Miami" and "Hotline Miami 2".

While it may not have the polished appearance of more professional websites, creating this wiki has been a great opportunity to learn more about CSS, HTML, and JavaScript.

But why did I choose to create a wiki?

I personally find wikis incredibly useful, especially when I encounter challenges or get stuck while playing a video game. That's one of the reasons why I embarked on the journey to recreate one myself.

To explore further details and access the webpage, please follow this link: gimenoor.github.io

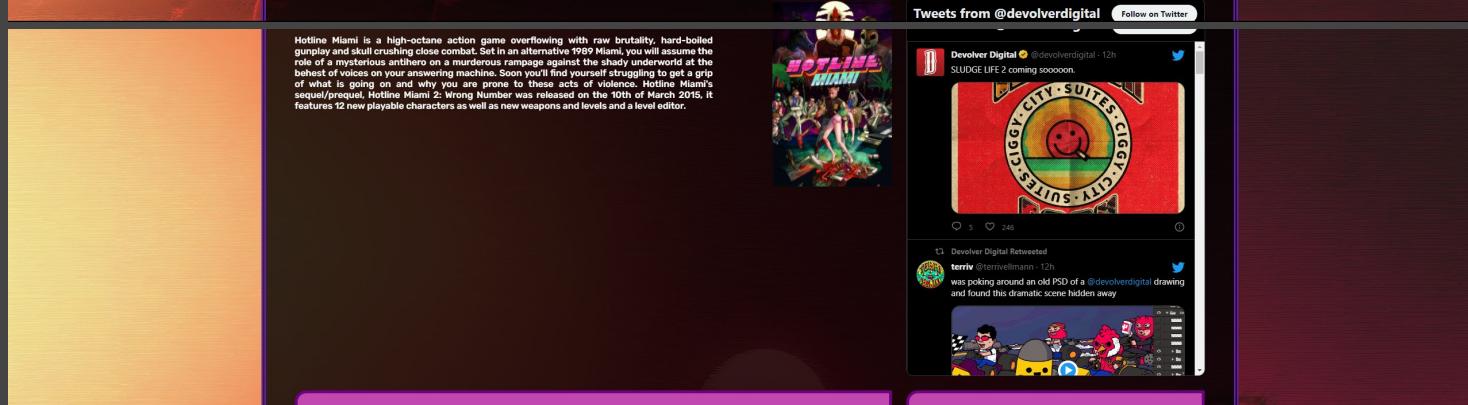
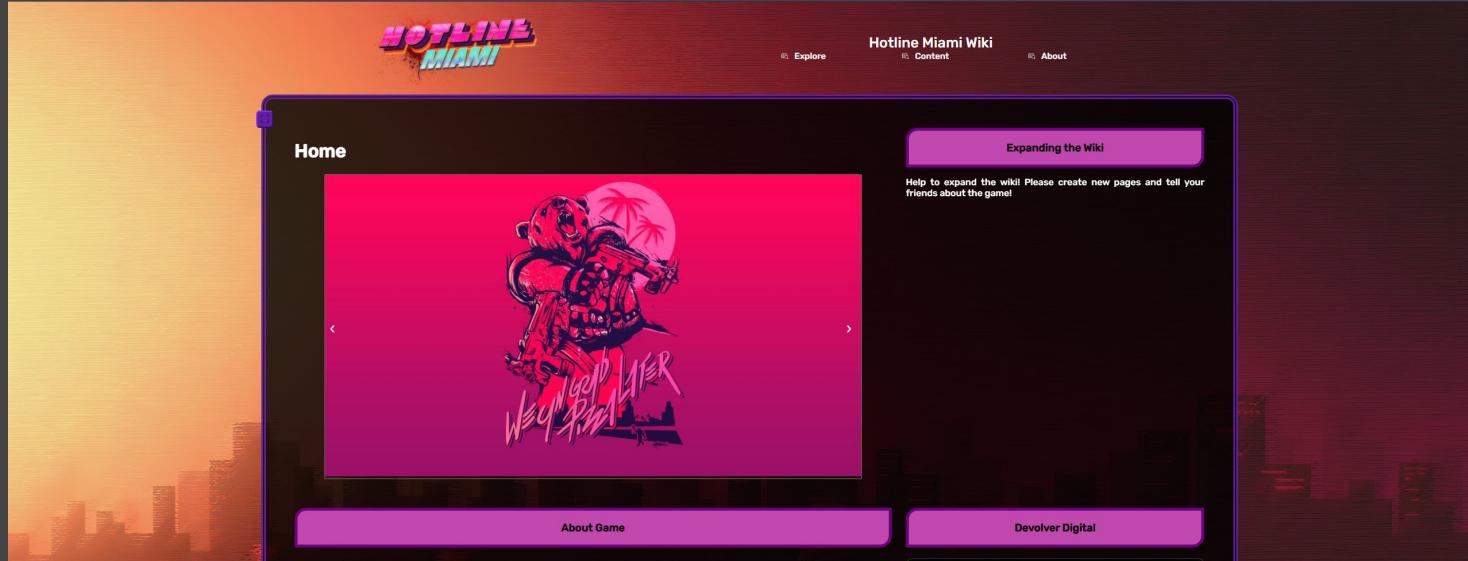
Web Walkthrough

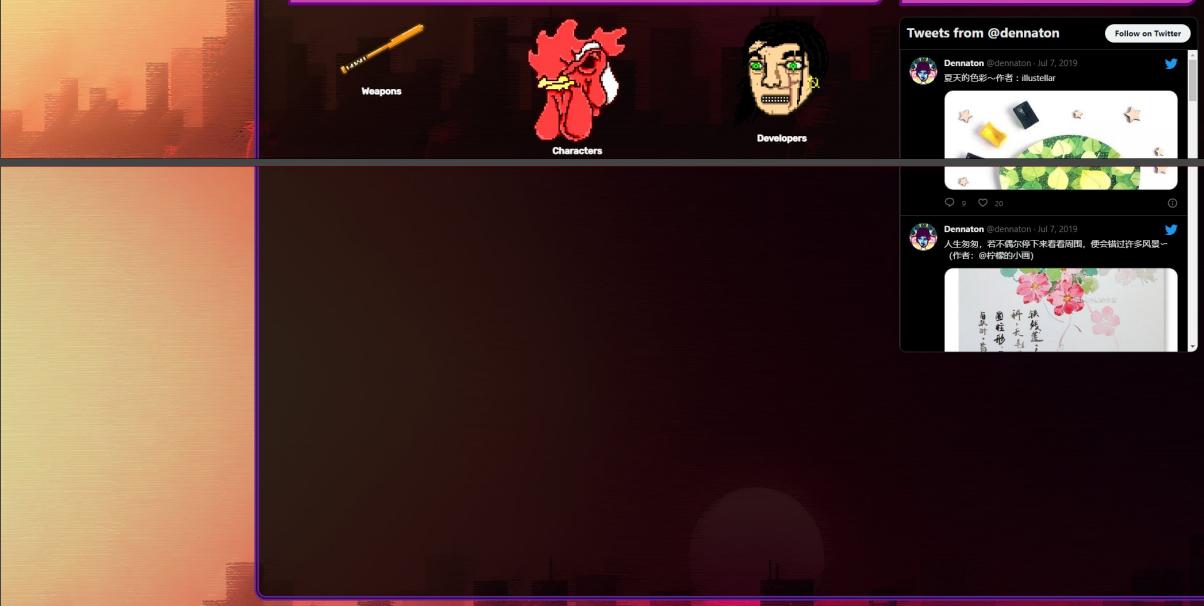
• Index Page

- Header that only shows when scrolling down the page:



- Content:





• Characters Page

Trending Pages

The Girlfriend, Richard, The Son, Tony, Biker, Beard

Corey

Manny Pardo

Devolver Digital

Tweets from @devolverdigital Follow on Twitter

Devolver Digital (@devolverdigital) 12h SLUDGE LIFE 2 coming soon.

Devolver Digital Retweeted terri @terriellmann 12h was poking around an old PSD of a @devolverdigital drawing and found this dramatic scene hidden away

Characters List

A	B
Alex Ash	Beard Biker
C	D
Corey	Don Juan
E	F
Evan	Jake
G	J
Girlfriend	Jacket
M	R
Manny Pardo Mark	Richard Richter
T	

Dennnation Games

Tweets from @dennnton Follow on Twitter

Dennnton (@dennnton) Jul 7, 2019 夏天的色彩~作者 : illstellar

Dennnton (@dennnton) Jul 7, 2019 人生匆匆，若不偶尔停下来来看看周围，便会错过许多风景~(作者: @行歌的小画)

Dennnton (@dennnton) Jul 7, 2019 一组儿童绘画作品~作者: Lorena Alvarez

- When the user clicks on to any enement that depicts a character, an overlay will open showing info on said character.

Manny Pardo

Manny Pardo is a character in Hotline Miami 2: Wrong Number. He is a corrupt police officer who becomes embroiled in the violent events of the game. Pardo's character provides a unique perspective on the dark and gritty world of Hotline Miami, blurring the lines between law enforcement and criminality.

Hotline Miami 2: Wrong Number

Manny Pardo's story in Hotline Miami 2: Wrong Number revolves around his career as a police officer and his involvement in the criminal underworld. As a corrupt cop, Pardo participates in violent activities and engages in morally questionable actions, using his position of authority to further his own interests.

Throughout the game, Pardo's path intersects with various characters and factions, exposing him to a web of violence, betrayal, and deception. He finds himself entangled with the masked killers and other criminal elements, blurring the boundaries between his duty as an officer and his personal desires.

Pardo's story arc explores themes of corruption, moral ambiguity, and the consequences of one's actions. As players experience Pardo's perspective, they are confronted with the ethical dilemmas he faces and the internal struggle between his professional obligations and his personal motivations.

Ultimately, Pardo's choices and actions shape the outcome of the game's narrative, influencing the fates of both himself and those around him. His story serves as a chilling exploration of the dark underbelly of society and the lengths some are willing to go for power, control, and self-preservation.

Made by: F. Javier Gimeno Ortiz (student)
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Dennnation Games / Devolver Digital

Position: Detective
Status: Dead (Atomic Blast)
Eye colour: Green
Hair colour: Blonde
Levels: Homicide, Dead Ahead, Caught
Cutscenes: Final Cut, First Trial, Withdrawal, Death Wish, The Bar Of

• Contact Page

- Due to time constraints, the form is non functional, so for now, it opens a local mail client instead.

Contact

First name:

Last name:

E-Mail:

What can I help you with?

By clicking this, you confirm that you've read the privacy policy in its entirety. Required.

Privacy Policy

Last updated April 26, 2023

This privacy notice for Gimeno ("Company," "we," "us," or "our"), describes how and why we might collect, store, use, and process your information when you use our Services, including the choices you make, and how you can protect your privacy.

Visit our website at gimenoor.github.io, or any website of ours that links to this privacy notice.

Engage with us in other related ways, including any sales, marketing, or events.

Questions or concerns? Reading this privacy notice will help you understand your privacy rights and choices. If you do not agree with our policies and practices, please do not use our Services. If you still have any questions or concerns, please contact us at gimenoor@gmail.com.

SUMMARY OF KEY POINTS

This privacy notice contains points from our privacy notice, but you can find out more details about any of these topics by clicking the link following each point.

What personal information do we collect? What do we do with your personal information? How do we process your personal information? Why do we process your personal information? How do we keep your information safe? How do we protect your personal information? How do we share your personal information? How do we use your personal information? How do we protect your personal information? How do we keep your information safe? We have organizational and technical processes and procedures in place to protect your personal information. However, no system is 100% secure, so we cannot promise or guarantee that hackers, cybercriminals, or other unauthorized third parties will not be able to defeat our

Academic Project About Hotline Miami
Web Development ESAT
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Images rights reserved to:
Dennnation Games / Devolver Digital

Web Overview

Browser Requirements

- Javascript enabled: This Webpage relies heavilly on JavaScript, without it, it will not work.
- Due to previous reasons, the web may perform poorly on low end hardware, specially notable on lower end phones.
- Good internet connection: Due to the vast quantity of images that need to be downloaded, a good connection is required.
- Compatible with all the major browsers.

Menu

- Header Menu Guide

Developers

To navigate this menu, you should do as follows:

- If you want to go back to the main page, click on the text that says "Hotline Miami Wiki".
- If instead, you want to go to any other page, hover your mouse over any of the three categories, and then click on the you're interested on.

• Header Menu Technical Info

The Menu was built as follows

- Menu itself is a 'div' element that has an id value of 'navbar' and a class value of 'header'
- Said div contains:
 - A link element that calls 'ChangeURL()' javascript function, it is used as a link to the main page.
 - A div element used as a collapsable menu, it contain the links to other webpages on the site, this element is quite similar to the parent one, the only difference being the stylesheet addressed to it.
 - A p element used to hold the current date of the system, managed by JS (more on that later).
- There are actually two headers in my page, one that stays at the top of it, and one that moves with the window x scroll value, both of them work the same way, except for the addition of a javascript function that hides or shows the other header.
- Javascript Functions used



```
/*Header Hider*/
var prevScrollpos = window.pageYOffset;
var mainContent = document.getElementsByClassName("main")[0];

document.addEventListener('scroll', function(e) {
    var currentScrollPos = window.pageYOffset;
    if (currentScrollPos <= 10) {
        document.getElementById("navbar").style.top = "-50px";
    } else {
        document.getElementById("navbar").style.top = "0";
    }
    prevScrollpos = currentScrollPos;
});
```

This is the code that hides/shows the second header when the user scrolls.

Code	Description
var prevScrollpos = window.pageYOffset;	This line declares a variable <code>prevScrollpos</code> and assigns it the initial vertical scroll position of the page.
var mainContent = document.getElementsByClassName("main")[0];	This line selects the first element with the class name "main" and assigns it to the variable <code>mainContent</code> . It assumes there is at least one element with the class name "main" in the document.
document.addEventListener('scroll', function(e) { ... });	This line adds an event listener to the document for the "scroll" event. When the user scrolls, the function defined within the curly braces { ... } will be executed.
var currentScrollPos = window.pageYOffset;	Inside the scroll event function, this line retrieves the current vertical scroll position of the page and assigns it to the variable <code>currentScrollPos</code> .
if (currentScrollPos <= 10) { ... } else { ... }	This conditional statement checks if the <code>currentScrollPos</code> is less than or equal to 10 pixels. If it is, the code block within the first set of curly braces { ... } is executed. Otherwise, the code block within the second set of curly braces { ... } is executed.

document.getElementById("navbar").style.top = "-50px";	If the scroll position is less than or equal to 10 pixels, this line sets the <code>top</code> CSS property of the element with the id "navbar" to "-50px". This effectively hides the header by moving it above the visible portion of the page.
document.getElementById("navbar").style.top = "0";	If the scroll position is greater than 10 pixels, this line sets the <code>top</code> CSS property of the element with the id "navbar" to "0". This brings the header back to its original position, making it visible again.
prevScrollpos = currentScrollPos;	Finally, this line updates the <code>prevScrollpos</code> variable with the current scroll position, so it can be used in the next scroll event to track the previous scroll position.



```
function DateHandler() {
    let dateP = document.getElementsByClassName("date")[0];
    const date = new Date();

    let months = new Array();
    months[0] = "January";
    months[1] = "February";
    months[2] = "March";
    months[3] = "April";
    months[4] = "May";
    months[5] = "June";
    months[6] = "July";
    months[7] = "August";
    months[8] = "September";
    months[9] = "October";
    months[10] = "November";
    months[11] = "December";

    let days = new Array();
    days[0] = "Sunday";
    days[1] = "Monday";
    days[2] = "Tuesday";
    days[3] = "Wednesday";
    days[4] = "Thursday";
    days[5] = "Friday";
    days[6] = "Saturday";

    dateP.innerHTML = "Today is " + days[date.getDay()] + ", " + date.getDate() + " of " +
months[date.getMonth()] + " of " + date.getFullYear() + "  &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;";
}
```

This is the code that updates the date on the header

Code	Description
function DateHandler() { ... }	This is the declaration of a function named <code>DateHandler</code> .
let dateP = document.getElementsByClassName("date")[0];	This line declares a variable <code>dateP</code> and assigns it the first element with the class name "date". It assumes there is at least one element with the class name "date" in the document.
const date = new Date();	This line creates a new <code>Date</code> object and assigns it to the constant variable <code>date</code> . This object represents the current date and time.
let months = new Array();	This line declares a variable <code>months</code> and initializes it as an empty array.
months[0] = "January";	This line assigns the string "January" to the first element of the <code>months</code> array.
let days = new Array();	This line declares a variable <code>days</code> and initializes it as an empty array.
days[0] = "Sunday";	This line assigns the string "Sunday" to the first element of the <code>days</code> array.
dateP.innerHTML = "Today is " + days[date.getDay()] + ", " + date.getDate() + " of " + months[date.getMonth()] + " of " + date.getFullYear() + " ";	This line sets the HTML content of the element referenced by <code>dateP</code> . It creates a formatted string that displays the current date, including the day of the week, day of the month, month, and year.



```
function ChangeURL(url, mouseBtn) {
    if(url == "random")
    {
        switch(Math.round(5 * Math.random()))
        {
            case 1:
                window.location.href = "https://www.google.com";
                break;
            case 2:
                window.location.href = "https://www.youtube.com";
                break;
            case 3:
                window.location.href = "https://www.facebook.com";
                break;
            case 4:
                window.location.href = "https://www.twitter.com";
                break;
            case 5:
                window.location.href = "https://www.instagram.com";
                break;
        }
    }
}
```

```

        case 1:
            document.location.href = './characters.html';
            break;
        case 2:
            document.location.href = './weapons.html';
            break;
        case 3:
            document.location.href = './contact.html';
            break;
        case 4:
            document.location.href = './index.html';
            break;
        case 5:
            document.location.href = './roll.html';
            break;
    }
}
else if(url == './cv/index.html'/* || ( mouseBtn != 'undefined' && mouseBtn.button == 1)*/)
{
    window.open(url, '_blank');
}
else
{
    document.location.href = url;
}
}

```

This is the code that changes the document page.

Code	Description
ChangeURL(url, mouseBtn)	This function is used to change the URL of the current page based on the provided parameters.
url == "random"	If the URL parameter is set to "random", a random page will be chosen to navigate to.
Math.round(5 * Math.random())	This expression generates a random number between 1 and 5.
case 1:	If the random number is 1, the page will be redirected to './characters.html'.
case 2:	If the random number is 2, the page will be redirected to './weapons.html'.
case 3:	If the random number is 3, the page will be redirected to './contact.html'.
case 4:	If the random number is 4, the page will be redirected to './index.html'.
case 5:	If the random number is 5, the page will be redirected to './roll.html'.
url == './cv/index.html'	If the URL parameter is './cv/index.html', a new browser window/tab will be opened with the specified URL.
window.open(url, '_blank')	This function opens the specified URL in a new browser window/tab.
else	If none of the above conditions are met, the page will be redirected to the specified URL.

Page Other Functions

- **Page expand Button**

Every page has a button on the top left corner that is used to expand the canvas of the webpage, basically giving it a zoom like effect. to deal with this, another javascript function was used, said function works as follows:



```

function ExpandCanvas() {
    if((expanded == false || (width <= 1400 && resizing == true)) || disableButton) {
        expanded = true;
        sideL.style.width = "2.5%";
        sideR.style.width = "2.5%";
    }
}

```

```

        canvas.style.width = "95%";
    } else if (resizing == false){
        expanded = false;
        sideL.style.width = "16.66%";
        sideR.style.width = "16.66%";
        canvas.style.width = "66.66%";
    }
}

```

Code	Description
function ExpandCanvas()	This function is used to expand or collapse the canvas element based on certain conditions.
(expanded == false (width '<=' 1400 && resizing == true)) disableButton	This condition checks if either the variable expanded is false or if the width of the canvas is less than or equal to 1400 pixels and the resizing variable is true. It also checks if the disableButton variable is true.
expanded = true;	If the condition is met, the expanded variable is set to true.
sideL.style.width = "2.5%";	This line sets the width CSS property of the element with the id "sideL" to "2.5%".
sideR.style.width = "2.5%";	This line sets the width CSS property of the element with the id "sideR" to "2.5%".
canvas.style.width = "95%";	This line sets the width CSS property of the element with the id "canvas" to "95%".
else if (resizing == false)	If the first condition is not met, this condition checks if the resizing variable is false.
expanded = false;	If the second condition is met, the expanded variable is set to false.
sideL.style.width = "16.66%";	This line sets the width CSS property of the element with the id "sideL" to "16.66%".
sideR.style.width = "16.66%";	This line sets the width CSS property of the element with the id "sideR" to "16.66%".
canvas.style.width = "66.66%";	This line sets the width CSS property of the element with the id "canvas" to "66.66%".

• Main Page Gallery

For the creation of the gallery seen on the main page, i decided to modify an existing code from W3Schools to accomodate my needs. Said code can be found [Here](#), thats why I won't get into much details, that being said, my main changes where the removal of the bar with the image previews, and the addition to randomize the starting image.

• Twitter Feed

I also decided to embed the Twitter feed of the developers into the page, this was done following the instructions on [this](#) webpage.

Characters / Weapons

• Content Access Guide

To access the information, you should do as follows:

- Locate the element you're interested in gathering information, then click on it.
- A new window should open, with character information and a button to close the window on the top left.

• Page Technical Info

The Page was built as follows

- Starts with a hidden div that contains the character info with default values on it (no actual character info until changed by JS)
- Said div contains:
 - A div element that occupies 340px less than the maximum width that floats to the left of the screen.

Said element contains p (paragraph) elements that are dynamically created by JavaScript.

- A div element that occupies 340px that floats to the right of the screen.

Said element contains a table with useful information about the element clicked before.

- Javascript Functions used

```

● ● ●

function ShowOverlay(charname) {
    console.log("entering");
    //Variables:
    { // Characters Region
        var GFPageDesc = "";
        var GFPageEvents = "";
    }
}

```

```

<!-- . . . -->

    var TonyPageDesc= "...";
    var TonyPageEvents = "...";

} // End Region

{ // Weapons Region
    var BaseballBatDesc = "...";
    var BaseballBatStats = "...";
} // End Region

//document.getElementById("content-overlay").style.display = "block";
document.getElementById("content-overlay-bg").style.display = "block";
document.getElementsByClassName("main")[0].style.overflow = "hidden";

document.getElementsByClassName("content-overlay-content-tittle")[0].innerHTML = charname;
document.getElementsByClassName("content-overlay-content-tittle")[1].innerHTML = charname;

var tableCells = document.getElementsByClassName("overlay-table-cell");

switch(charname){ // Characters Switch
    case "Girlfriend":
        document.getElementsByClassName("content-overlay-left-content-description")[0].innerHTML = GFPageDesc;
        document.getElementsByClassName("content-overlay-left-content-events")[0].innerHTML = GFPageEvents;
        document.getElementsByClassName("OverlayImage")[0].src = "./img/characters/girlfriendFace.webp";
        tableCells[0].innerHTML = "Position: Jacket's Girlfriend";
        tableCells[1].innerHTML = "Status: Dead(shot)";
        tableCells[2].innerHTML = "Eye colour: Blue";
        tableCells[3].innerHTML = "Hair colour: Blonde";
        tableCells[4].innerHTML = "Levels: Decadence";
        tableCells[5].innerHTML = "Cutscenes: Nearly every level intro after Decadence up to the outro of Deadline";
        break;
    case <!-- . . . -->:
        break;
}
} // End Region
}

```

This is the code that shows the character overlay window when the user clicks on elements that holds this function.

Function	Description
ShowOverlay(charname)	Displays an overlay with information for the specified character.

JavaScript Code:

Variable	Description
GFPageDesc	Description for the character "Girlfriend".
GFPageEvents	Events related to the character "Girlfriend".
ElementDesc	Description relative to a element, character or weapon
ElementDesc	Events relative to a character
BaseballBatDesc	Description for the baseball bat weapon.
BaseballBatStats	Statistics for the baseball bat weapon.

Functionality:

1. Displays the overlay and sets the background to be visible.
2. Hides the scrollbars of the main content.
3. Sets the overlay title to the specified character name.
4. Retrieves the table cells in the overlay.
5. Switches based on the character name:
 - a. For the character "Girlfriend":
 - Sets the description and events for "Girlfriend".
 - Sets the image source to the face of "Girlfriend".
 - Updates the table cells with specific information about "Girlfriend".
 - b. Case statements for other character names are added here.
6. Once a character is detected by the switch statement, it updates the info on the overlay based on the corresponding variables.



```

function HideOverlay() {
    document.getElementById("content-overlay-bg").style.display = "none";
    document.getElementsByClassName("main")[0].style.overflow = "auto";
}

```

This is the code that hides the character overlay window when the user clicks on its close button.

Function	Description
HideOverlay()	Hides the overlay.

JavaScript Code:

Functionality:

1. Hides the overlay and sets the background to be invisible.
2. Sets the main content overflow var to 'auto'.

Page Other Functions

• Page expand Button

Every page has a button on the top left corner that is used to expand the canvas of the webpage, basically giving it a zoom like effect. To deal with this, another javascript function was used, said function works as follows:



```
function ExpandCanvas() {
    if((expanded == false || (width <= 1400 && resizing == true)) || disableButton) {
        expanded = true;
        sideL.style.width = "2.5%";
        sideR.style.width = "2.5%";
        canvas.style.width = "95%";
    } else if (resizing == false){
        expanded = false;
        sideL.style.width = "16.66%";
        sideR.style.width = "16.66%";
        canvas.style.width = "66.66%";
    }
}
```

Code	Description
function ExpandCanvas()	This function is used to expand or collapse the canvas element based on certain conditions.
(expanded == false (width <= 1400 && resizing == true)) disableButton	This condition checks if either the variable <code>expanded</code> is false or if the width of the canvas is less than or equal to 1400 pixels and the <code>resizing</code> variable is true. It also checks if the <code>disableButton</code> variable is true.
expanded = true;	If the condition is met, the <code>expanded</code> variable is set to true.
sideL.style.width = "2.5%";	This line sets the <code>width</code> CSS property of the element with the id "sideL" to "2.5%".
sideR.style.width = "2.5%";	This line sets the <code>width</code> CSS property of the element with the id "sideR" to "2.5%".
canvas.style.width = "95%";	This line sets the <code>width</code> CSS property of the element with the id "canvas" to "95%".
else if (resizing == false)	If the first condition is not met, this condition checks if the <code>resizing</code> variable is false.
expanded = false;	If the second condition is met, the <code>expanded</code> variable is set to false.
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• Main Page Gallery

For the creation of the gallery seen on the main page, I decided to modify an existing code from W3Schools to accommodate my needs. Said code can be found

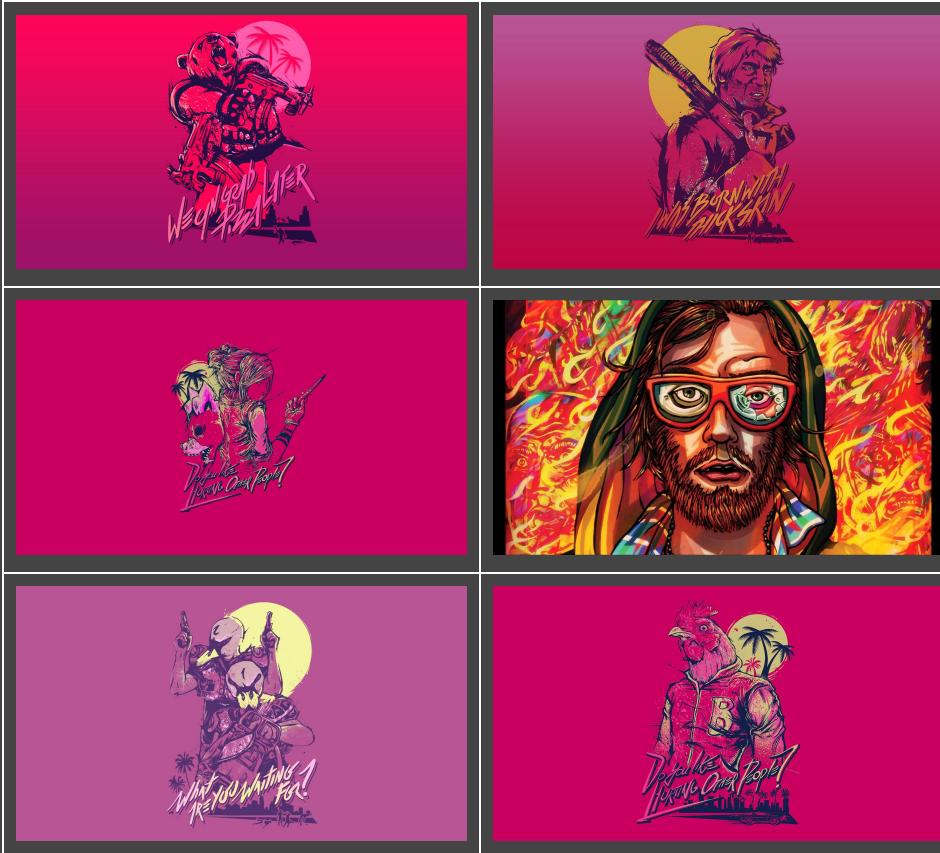
[Here](#), that's why I won't get into much details, that being said, my main changes were the removal of the bar with the image previews, and the addition to randomize the starting image.

- Twitter Feed

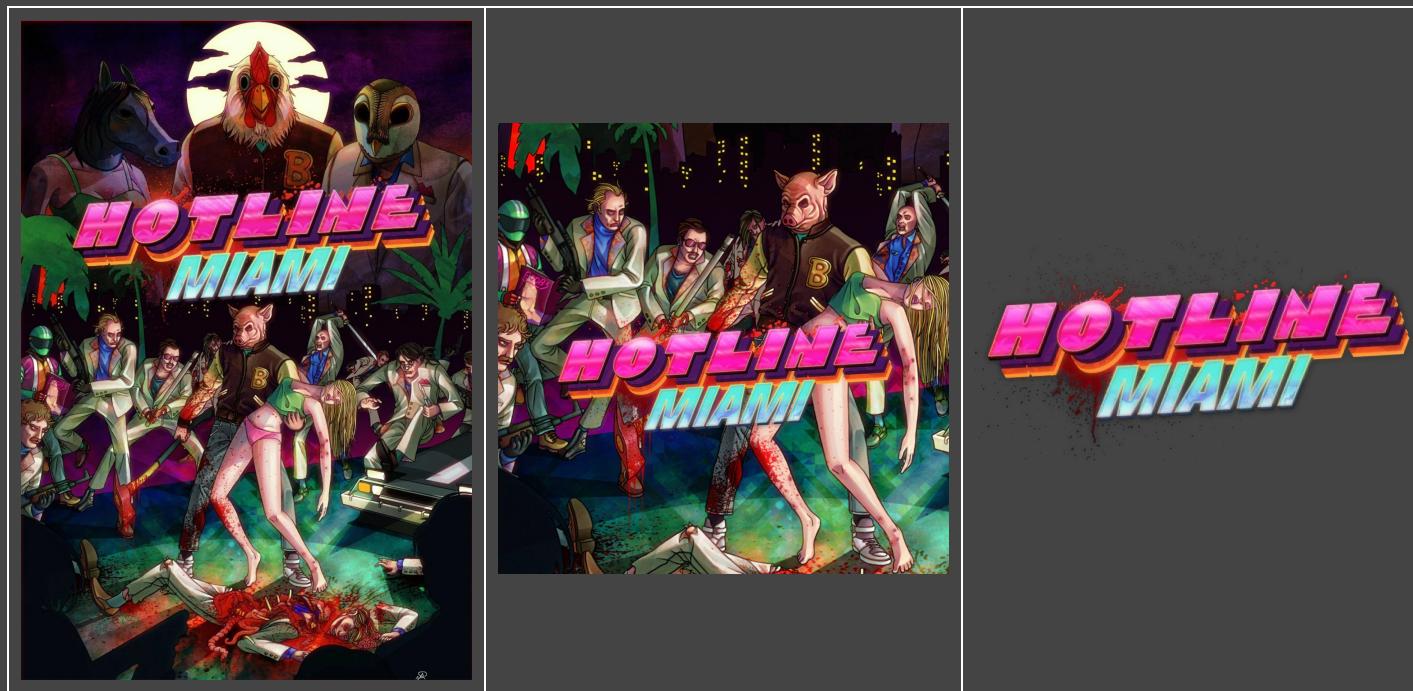
I also decided to embed the Twitter feed of the developers into the page, this was done following the instructions on [this](#) webpage.

Bibliography

- Images

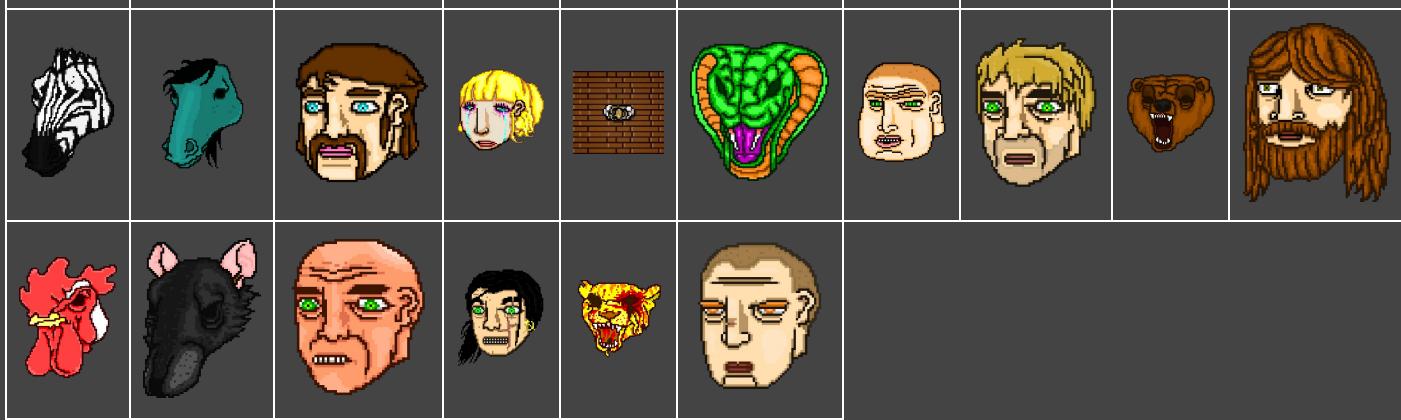


This images are all over the net, no assuming they're not original art, the artist is nowhere to be found, tried doing a reverse image search to try and get the original author, but had no luck.



Official Game Art





Original Game Art, extracted from hotlinemiami.fandom.com

FANDOM GAMES COMMUNITY. Hotline Miami 2 characters. Hotline Miami Wiki [en línea]. [sin fecha] [consultado el 23 de mayo de 2023].

Disponible en: https://hotlinemiami.fandom.com/wiki/Category:Hotline_Miami_2_characters