

Intelligent Media Systems – Assignment 1

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1. I found the assignment to be quite interesting and fun, as I was able to further expand – or formalise – development methods and practices that I have self-learned over the past few years, outside of a structured course environment.

The process I undertook to complete the assignment was very much in line with the way I would set out on any similar website development project. That is, to start small and build up, piece by piece, until the overall goal is achieved.

I began with the *desktop* version of the application, knowing that the required *smaller-screen* styling would be easy to implement once this was perfected.

First, I began with the header and footer, creating a menu by extracting information from the JSON database. This gave me the fundamental coding statements I needed to retrieve information from the database for the rest of the development process.

Next, given the requirements, I decided that the best structure would be to build a “homepage” which can be reset to display a “destination page” for each location in the JSON database. Once I was finished with the homepage, it was a simple progression to hide that content when required and display a completely new page of content for each destination.

From there, the functional requirements set out in the assignment document could be implemented, largely through the work produced in earlier workshop classes.

2. The open-ended features were achieved as follows:
 - a. The destination thumbnail quality was achieved through the Flickr search request settings (Sort = Relevance, Accuracy = City Level, Content Types = Photos, Media = Photos). I experimented with “Sort = Interestingness,” and “Is_Getty = True,” however these produced poor results.
 - b. The additional user interface feature I choose to implement was a drop-down menu on the desktop version of the application, and a mobile menu on the smaller-screen version of the application. This involved creating separate menus for desktop and smaller-screen devices, and a div section for the drop-down menu on the desktop version.
 - c. The additional web API I chose to use in the application was the Google Places API, which currently displays the top-twenty “things to do in {destination}”. The API also provided a map, which I chose not to include. Furthermore, the API could be used to provide extra information, such as attraction photos or website links. However, I felt this to be out of the scope of this assignment, choosing to stick with a simple list of attraction names, addresses, and user ratings.

PLEASE NOTE: For security purposes, as not to be charged for excessive use of my API key, the Google API will only work if the application is loaded from the following URL structure: `https://*.elf.ict.griffith.edu.au/*` (* denotes a wildcard)