

BTH645- Assignment 3

[15 marks]

Due: Sunday, April 18, 2021 @ 23:59

Objective:

Design and develop online animation using P5.js and related technologies.

Introduction:

This is an **individual** assignment.

In Assignment 3, you will have the opportunity to demonstrate your knowledge of p5.js, web-related technologies, your imagination, and your creativities to design and develop your own online animation.

Requirements:

1. Create a web page for assignment 3 (name it a3.html) and make it available (through links, menus, etc.) from your portfolio website. Provide time stamp “**last modified ...**” on a3.html. **Missing this timestamp will cause 50% deduction.**
2. On the page of Assignment 3 (a3.html), design and implement your animation.
3. Freely choose your own topic and design.
4. Technologies involved: p5.js, HTML5, CSS, DOM, and other related technologies as you need.
5. Require (1) drawing using basic shapes (e.g., lines, rectangles, ellipses, etc.) AND (2) image display using p5.js, AND (3) Text. For example, you can have shapes as settings, images as animation characters or the other way and text as description or title etc.
6. Include the sketch .js file on your page (either a link, or display on a3.html). (I need to see your code)
7. **Important: you need to**
 - a. put **comments** for your js code showing your understanding
 - b. describe how you implement the animation, showing you understand what you did.
 - c. provide some notes/steps on the page to help me understand your work or instruction for operations if interaction involved.
8. Link this assignment (e.g., a3.html) to your portfolio website.

Submission:

Leave it on matrix.

Academic Policy:

Seneca's Academic Policy will be strictly enforced.

<http://www.senecacollege.ca/academic-policy/index.html>