**P7 – implement animations using different animation techniques**

**Introduction**

In this task I will implement animations using different animation techniques I will suggest. I will test the animation to actually ensure it works and provide evidence of this testing. I will also review my work against the original design and suggest improvements. Finally I will

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| Test | How to test it. | Outcome | Date |
| Internet  Explorer | To do the internet explorer test we chose the appropriate animation then right click which browser we want to choose this being the internet explorer. | One outcome from using the internet explorer browser is that the animation will run but we have to unblock running scripts and this will stop playing within the settings. | 11/06/2015 |
| Chrome | To do the google chrome test we choose the appropriate animation then right click which browser we want to choose this being the google chrome. | One outcome from using the google chrome is that it operates much faster than internet explorer but some videos may take some time to load since it is large. | 11/06/2015 |
| Firefox | To do the Mozilla Firefox test we choose the appropriate animation then right click which browser we want to choose this being the google chrome. | One outcome from using the Mozilla Firefox is that it may not load very fast but when it actually loads the specific animation frame rate is very fast. | 11/06/2015 |
| FPS | To do the flash test we clicked on the software and we opened our animation. | One outcome from using the flash is that the software has all the tools needed to complete our animation. | 11/06/2015 |
| Scenes | We tested the scenes by actually checking the scenes are in the correct order. | One outcome is that you can make the more and more scenes depending on the animation we created and the order never moves. | 11/06/2015 |
| Duration timings | We tested the duration timing by looking at how long each scene is, this is measured is seconds(frames) | The outcome is that you can make any frame any duration but this depends on the animation. | 11/06/2015 |

