

HTML5 and JavaScript Games Programming

Week 2

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Design

DESIGN

IS NOT JUST WHAT IT

looks like + feels like

DESIGN IS HOW IT

WORKS.

STEVE JOBS

Web Design

Design is about communication and audience

Watrall and Siarto (2009, p.110)

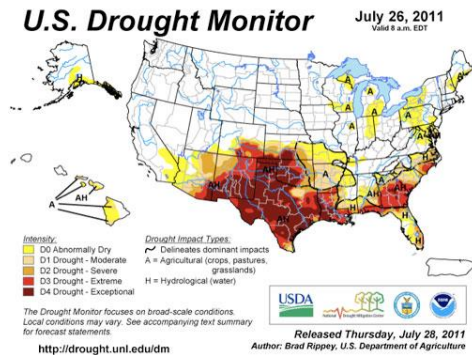
Web Design - Preproduction

- ▶ Web design is all about communication and users
 - ▶ Preproduction : Using information architecture and storyboards to build a blueprint for your site so that you are as efficient and focused as possible when you go online
 - ▶ Navigation: based on the IO. It's more than just linking pages together. Navigation helps your users find information
 - ▶ Layout uses HTML and CSS to build the site's interface
 - ▶ Writing 'fills' the design up with the scannable content that your visitors come to the site for

Web Design - Preproduction

Gather all the content, brainstorm a theme and visual metaphor idea and write a storyboard.

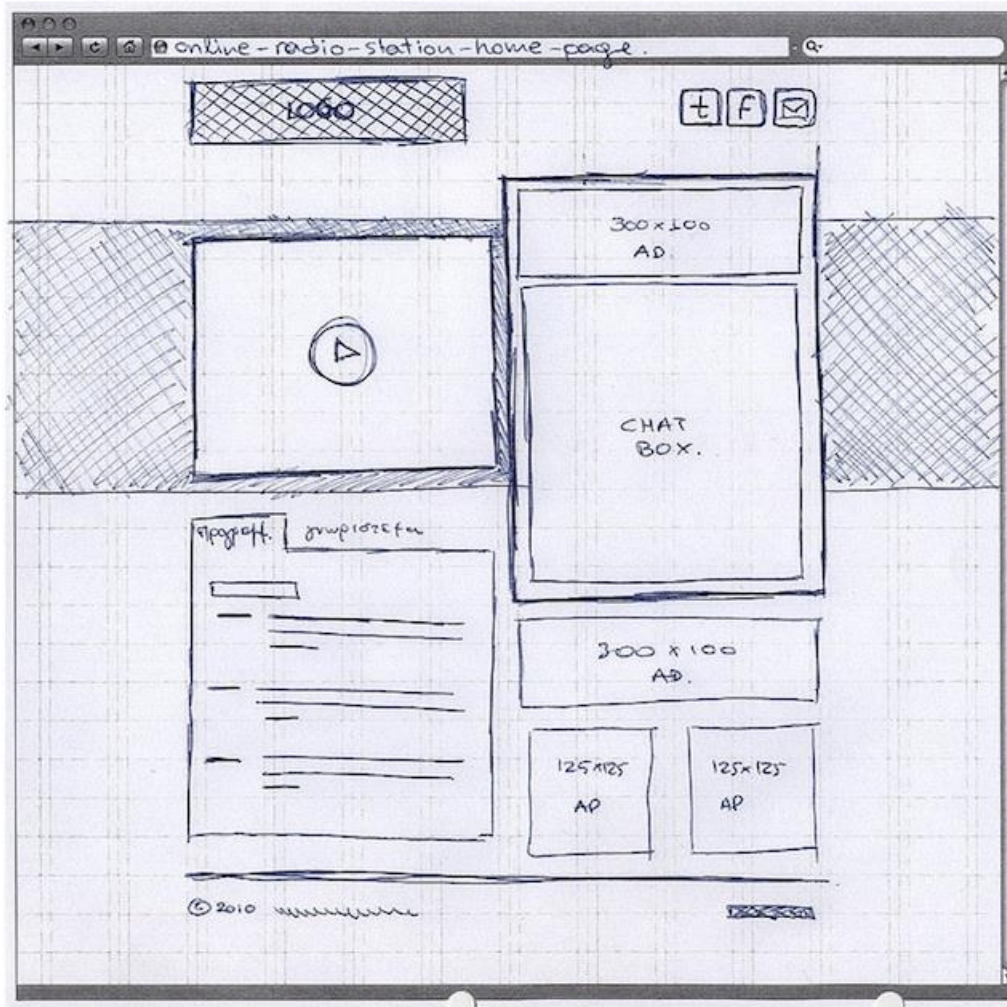
A visual metaphor is the representation of a person, place, thing, or idea by means of a visual image that suggests a particular association or point of similarity. Also known as pictorial metaphor and analogical juxtaposition. Modern advertising relies heavily on visual metaphors.



Melting Away

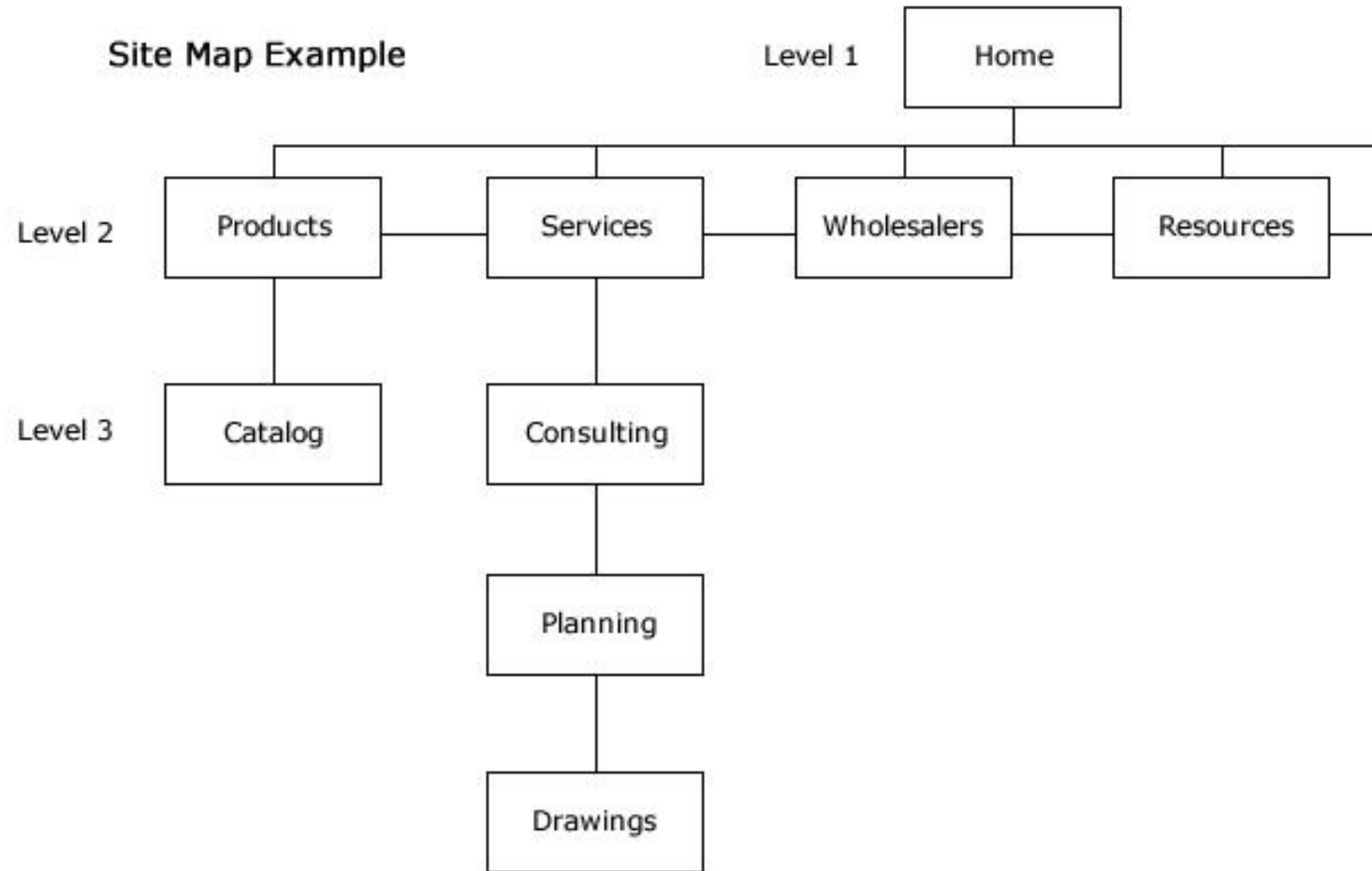
Web Design - Preproduction

Draw up a blueprint



Web Design - Navigation

Determine level navigation



Web Design - Layout

Put it all in context



<https://www.smashingmagazine.com/2015/04/using-sketch-for-responsive-web-design-case-study/>

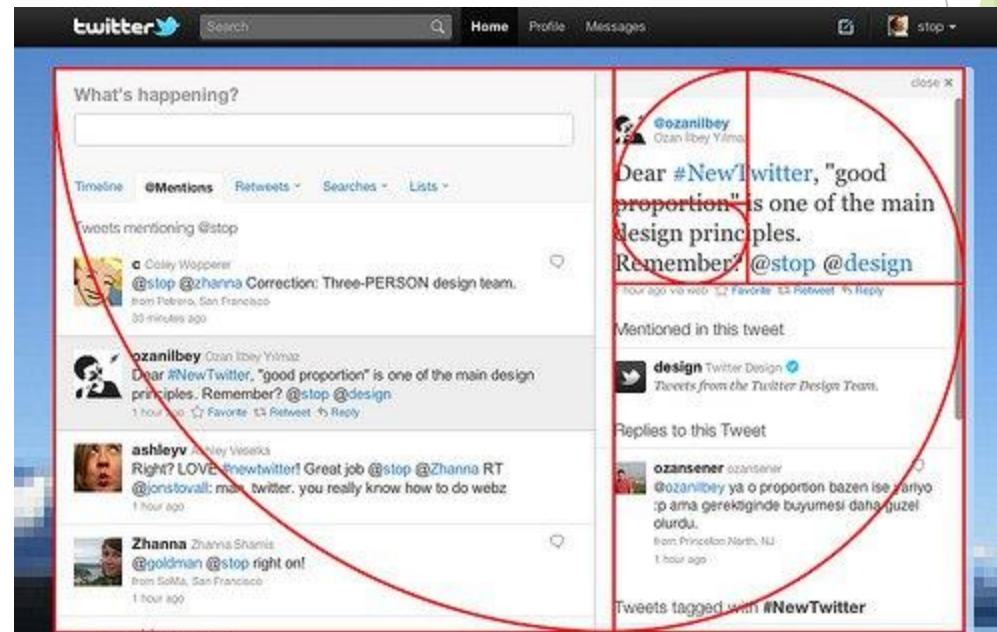
Web Design Principles

- ▶ Visual Hierarchy
- ▶ <https://conversionxl.com/universal-web-design-principles/>



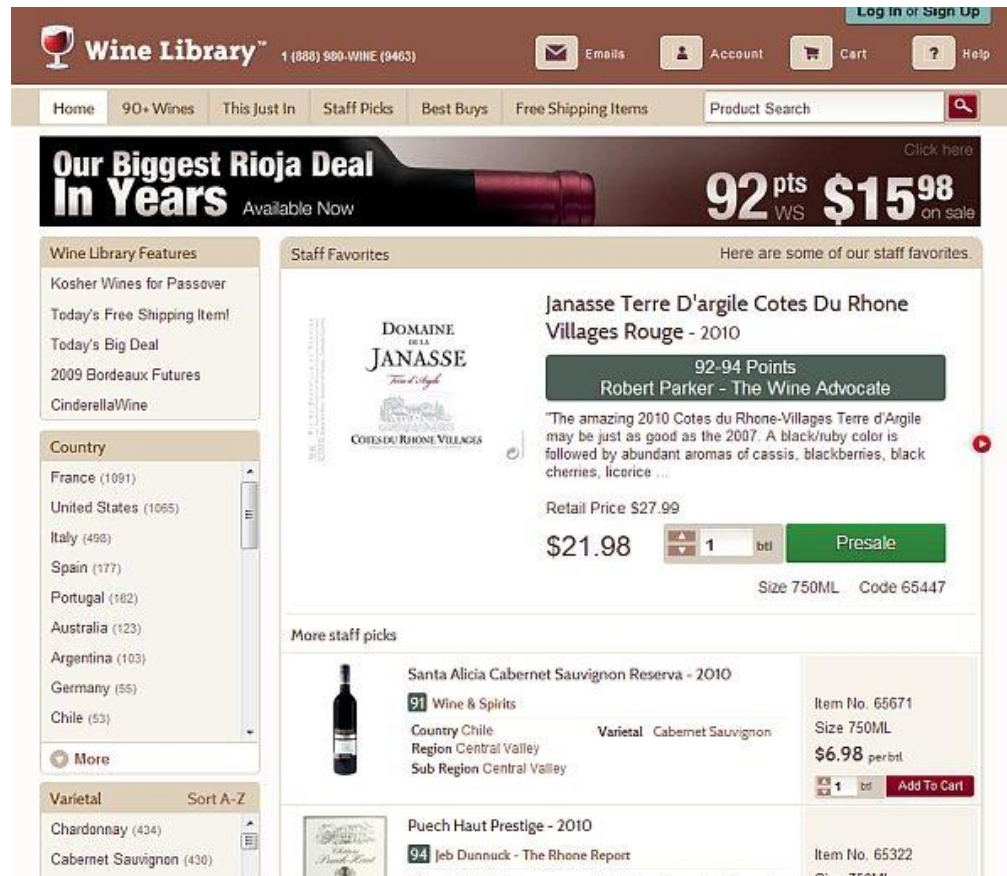
Web Design Principles

- ▶ Divine Proportions (Golden Ratio)
- ▶ Golden ratio is a magical number 1.618 () that makes all things proportioned to it aesthetically pleasing (or so it is believed). Then there is also the Fibonacci sequence where each term is defined as the sum of the two previous terms: 0, 1, 1, 2, 3, 5, 8, 13, 21 and so on. The interesting thing is that we have two seemingly unrelated topics producing the same exact number. <https://conversionxl.com/universal-web-design-principles/>



Web Design Principles

- Hick's Law (every additional choice increases the time required to take a decision)



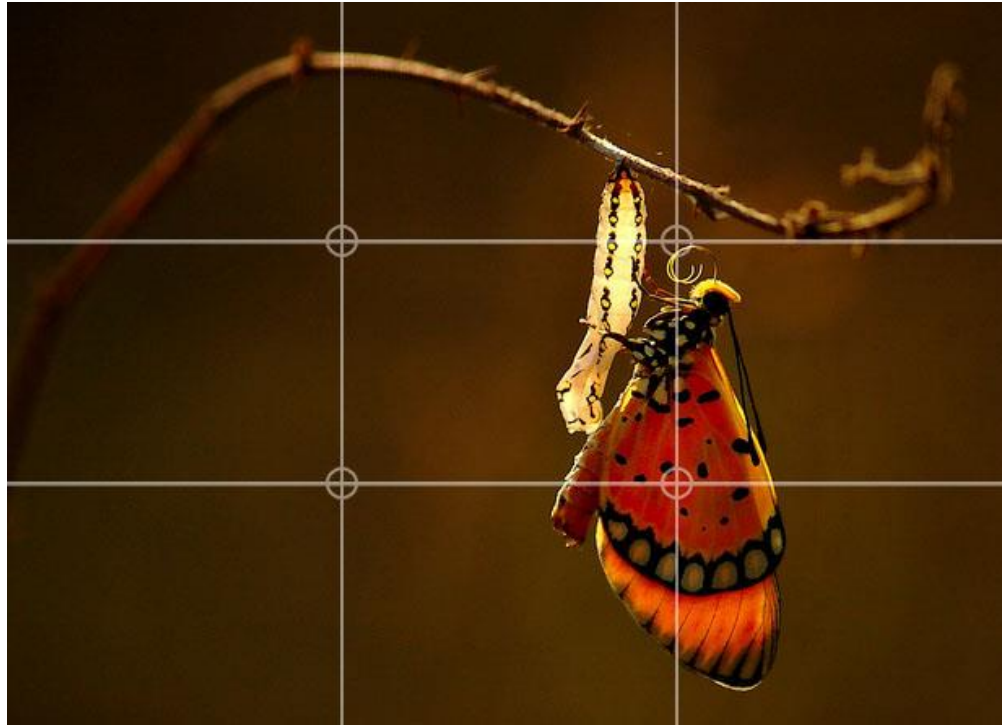
Web Design Principles

- ▶ Fitt's Law ([Fitt's law](#) stipulates that the time required to move to a target area (e.g. click a button) is a function of the distance to the target and the size of the target. In other words, the bigger an object and the closer it is to us, the easier it is to use it.)



Web Design Principles

- ▶ The rule of thirds: an image should be imagined as divided into nine equal parts by two equally-spaced horizontal lines and two equally-spaced vertical lines, and that important compositional elements should be placed along these lines or their intersections.



Web Design Principles

- ▶ Gestalt Design Laws: Gestalt psychology is a theory of mind and brain. Its principle is that the human eye sees objects in their entirety before perceiving their individual parts.



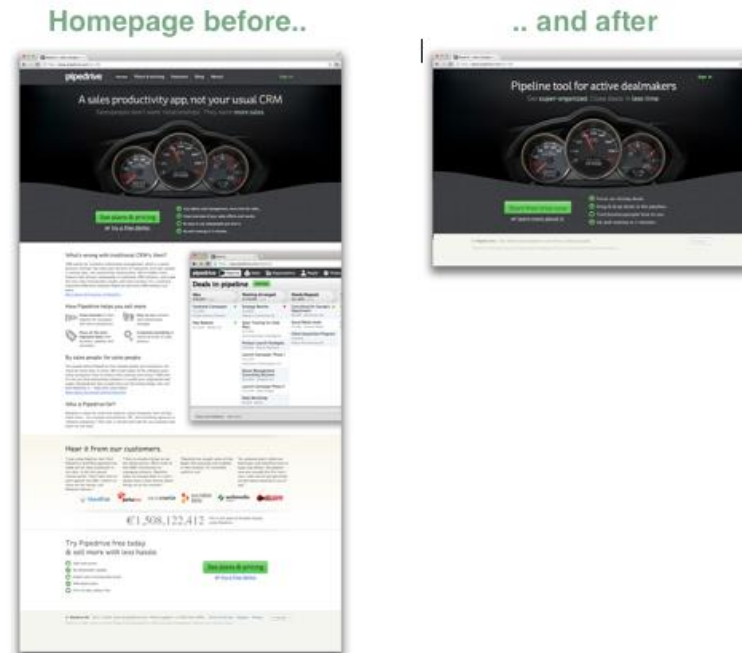
World Wide Fund For Nature designed by Sir Peter Scott in 1961

Web Design Principles

- ▶ While Space and Clean Design
- ▶ White space (also called 'negative space') is the portion of a page left "empty". It's the space between graphics, margins, gutters, space between columns, space between lines of type or visuals. It should not be considered merely 'blank' space — it is an important element of design. It enables the objects in it to exist at all. White space is all about the use of hierarchy. The hierarchy of information, be it type, colour or images.
- ▶ A page without white space, crammed full of text or graphics, runs the risk of appearing busy, cluttered, and is typically difficult to read (people won't even bother). This is [why simple websites are scientifically better](#).
- ▶ Enough white space makes a website look 'clean'. While clean design is crucial to communicating a clear message, it doesn't just mean less content. Clean design means a design that makes the best use of the space it is in. To make a clean design, you have to know how to communicate clearly by using white space wisely.

Web Design Principles

- Occam's Razor: is a principle urging one to select among competing hypotheses that which makes the fewest assumptions and thereby offers the simplest explanation of the effect. To put it in the design context, Occam's Razor states that the simplest solution is usually best.



Web Design - Problems

- ▶ Irrelevant design
- ▶ Inaccessibility
- ▶ Poor Readability
- ▶ Unorganised Content Layout
- ▶ Bad Navigation
- ▶ Inconsistent Interface Design
- ▶ Too many images and contents in one page

Web Design - Sample

HTML5 AND JAVASCRIPT GAME PROGRAMMING PROJECT

GAME

STORY

RISING STAR

A screenshot from the game 'Rising Star' showing a space shooter in a dark environment with stars, asteroids, and enemy ships. The player's ship is on the left, firing red projectiles. Three enemy ships are at the bottom, and a cluster of asteroids is on the right.

Web Design - Sample

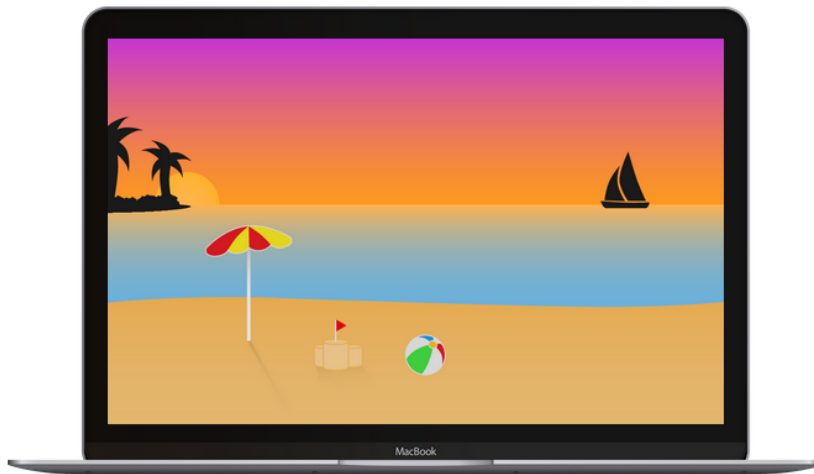
BEACH, PLEASE...

[Home](#)

[Play Now](#)

[Game Design](#)

[Team Development](#)



Game Summary

"Beach, Please..." is a simple 2D platformer game, in which the player controls a beach ball making its way through the level, avoiding sandcastles and jumping on parasols to reach the finishing net. The game requires sharp timing and patience in order to avoid the obstacles on the beach and progress through each of the game's different levels.

[Play Now](#)

Web Design - Sample



Web Design - Sample

ROCK CRAFT TOWER DEFENCE

[Home](#)[Design](#)[Game](#)[Developer](#)

The image shows a screenshot of the GemCraft Labyrinth game interface. The title "GemCraft" is prominently displayed in a stylized font, with "Labyrinth" below it. The background is a dark, atmospheric scene with a grid floor and a bright light source in the distance. The interface includes several buttons at the bottom: "Start Game", "Get the Premium Edition!", "More Games", "Strategy Guide", "Play GemCraft 0", and "Play GemCraft 1". There are also social media icons for Facebook and Twitter. A small "Options" button is in the top right corner. A notification on the right side says "GemCraft for iPhone has arrived! Get your copy now!" and "Or try it for free!". The bottom left corner says "Inspired By" and the bottom right corner has a version number "v. 1.16 K".

Options

GemCraft

:: Lost Chapter ::
Labyrinth

GemCraft for iPhone
has arrived!
Get your copy now!

Or try it for free!

Start Game

Get the Premium Edition!

More Games

Strategy Guide

Play GemCraft 0

Play GemCraft 1

f

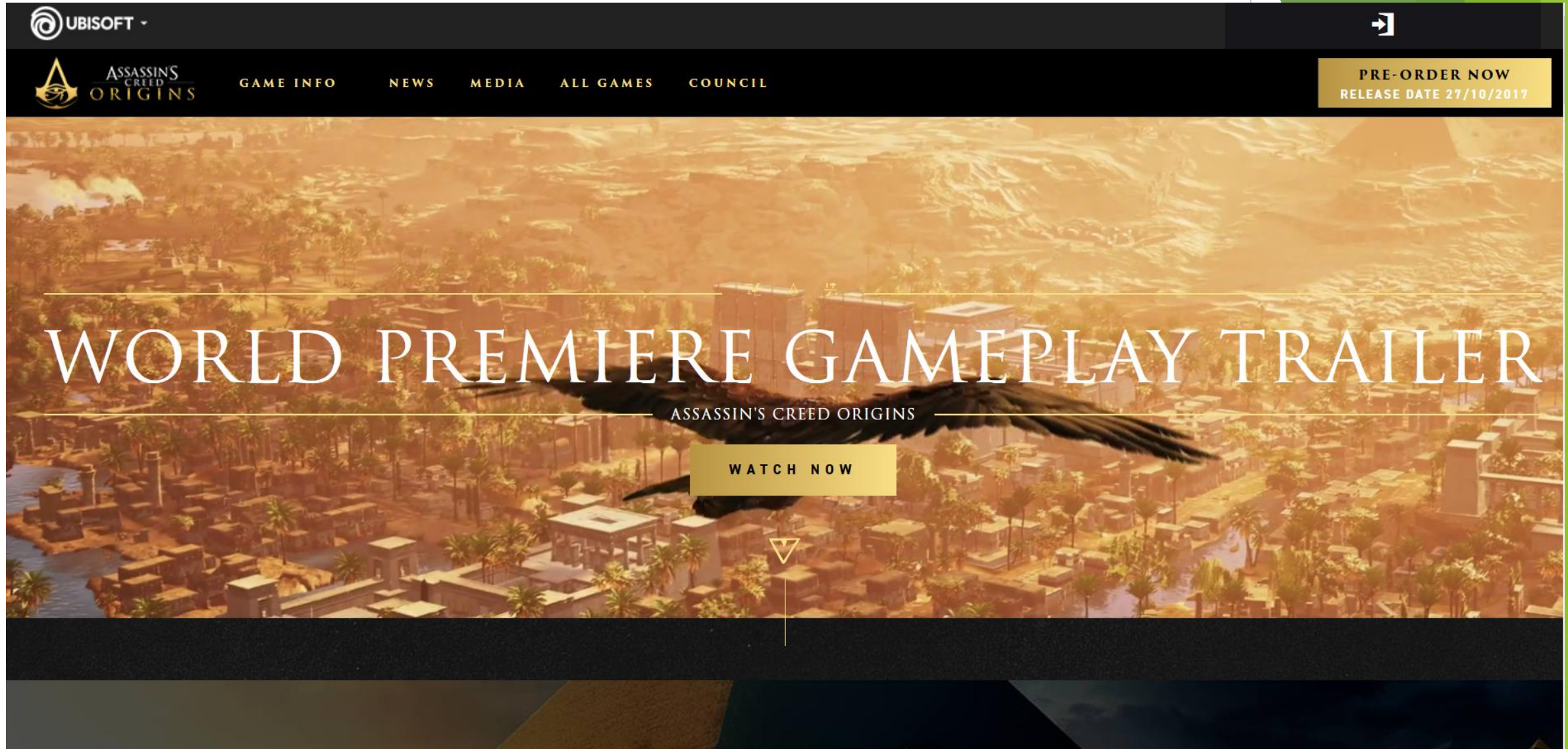
t

Inspired By

© 2011 - GameInABottle.com

[?]
v. 1.16 K

Phaser - Sample



HTML5

- The `<!DOCTYPE html>` declaration defines this document to be HTML5
- The `<html>` element is the root element of an HTML page
- The `<head>` element contains meta information about the document
- The `<title>` element specifies a title for the document
- The `<body>` element contains the visible page content
- The `<h1>` element defines a large heading
- The `<p>` element defines a paragraph
- HTML tags normally come in pairs like `<p>` and `</p>`

HTML5

```
<!-- Write your comments here -->
```

```
<a href="https://www.w3schools.com/html/">Visit our HTML tutorial</a>
```

```

```

```
<p>This is a paragraph.</p>
```

```
<p>This is another paragraph.</p>
```

```
<h1>This is heading 1</h1>
```

```
<h2>This is heading 2</h2>
```

```
<h3>This is heading 3</h3>
```

```
<ul style="list-style-type:square">
```

```
  <li>Coffee</li>
```

```
  <li>Tea</li>
```

```
  <li>Milk</li>
```

```
</ul>
```

```
<ol type="1">
```

```
  <li>Coffee</li>
```

```
  <li>Tea</li>
```

```
  <li>Milk</li>
```

```
</ol>
```


HTML5

► Linking Pages

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <script>
```

```
      function myFunction() {
```

```
        window.location = "https:// www.w3schools.com";
```

```
      }
```

```
    </script>
```

```
  </head>
```

```
<body>
```

```
  <a href="https://www.w3schools.com">Visit W3Schools</a>
```

```
  <a href="game.html">Play Now</a>
```

```
  <button onclick="myFunction()">Visit W3Schools </button>
```

```
</body>
```

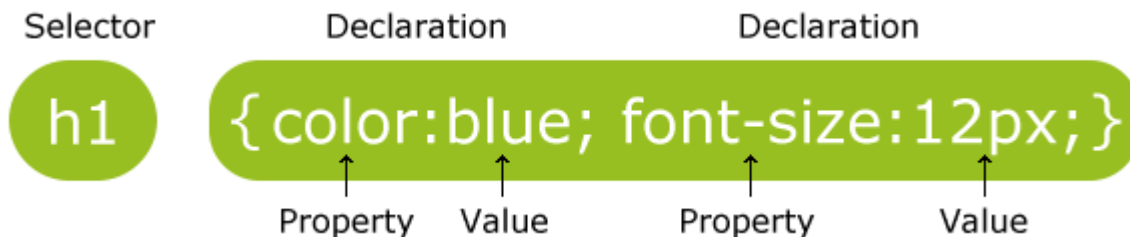
```
</html>
```

CSS

- ▶ CSS stands for **Cascading Style Sheets**
- ▶ CSS describes how **HTML elements** are to be displayed on screen, paper, or in other media
- ▶ CSS **saves a lot of work**. It can control the layout of multiple web pages all at once
- ▶ External stylesheets are stored in **CSS files**

CSS

- A CSS rule-set consists of a selector and a declaration block
- The selector points to the HTML element you want to style.
- The declaration block contains one or more declarations separated by semicolons.
- Each declaration includes a CSS property name and a value, separated by a colon.
- A CSS declaration always ends with a semicolon, and declaration blocks are surrounded by curly braces.
- In the following example all <p> elements will be center-aligned, with a red text color:



CSS

<u>.class</u>	.intro	Selects all elements with class="intro"
<u>#id</u>	#firstname	Selects the element with id="firstname"
<u>*</u> <u>-</u>	*	Selects all elements
<u>element</u>	p	Selects all <p> elements
<u>element,element</u>	div, p	Selects all <div> elements and all <p> elements
<u>element element</u>	div p	Selects all <p> elements inside <div> elements

CSS - External Style Sheet

```
<head>  
<link rel="stylesheet" type="text/css" href="my  
style.css">  
</head>
```

```
body {  
    background-color: lightblue;  
}
```

```
h1 {  
    color: navy;  
    margin-left: 20px;  
}
```

CSS - Internal Style Sheet

```
<head>
<style>
body {
    background-color: linen;
}

h1 {
    color: maroon;
    margin-left: 40px;
}
</style>
</head>
```

CSS - Inline Sheet

```
<h1 style="color:blue;margin-left:30px;">This is a heading</h1>
```

CSS - Inline Sheet

What style will be used when there is more than one style specified for an HTML element?

Generally speaking we can say that all the styles will "cascade" into a new "virtual" style sheet by the following rules, where number one has the highest priority:

1. Inline style (inside an HTML element)
2. External and internal style sheets (in the head section)
3. Browser default

CSS - Background

The CSS background properties are used to define the background effects for elements.

CSS background properties:

- background-color
- background-image
- background-repeat
- background-attachment
- background-position

```
div {  
    background-color: lightblue;  
}  
  
body {  
    background-image: url("img_tree.png");  
    background-repeat: no-repeat;  
    background-position: right top;  
    background-attachment: fixed;  
}
```

CSS - Borders

The **border-style** property specifies what kind of border to display. The following values are allowed:

- **dotted** - Defines a dotted border
- **dashed** - Defines a dashed border
- **solid** - Defines a solid border
- **double** - Defines a double border
- **groove** - Defines a 3D grooved border. The effect depends on the border-color value
- **ridge** - Defines a 3D ridged border. The effect depends on the border-color value
- **inset** - Defines a 3D inset border. The effect depends on the border-color value
- **outset** - Defines a 3D outset border. The effect depends on the border-color value
- **none** - Defines no border
- **hidden** - Defines a hidden border

```
p.dotted {border-style: dotted;}
p.dashed {border-style: dashed;}
p.solid {border-style: solid;}
p.double {border-style: double;}
p.groove {border-style: groove;}
p.ridge {border-style: ridge;}
p.inset {border-style: inset;}
p.outset {border-style: outset;}
p.none {border-style: none;}
p.hidden {border-style: hidden;}
p.mix {border-style: dotted dashed solid
double;}
```

CSS - Text

```
h1 {  
    font-family: "Times New Roman", Times, serif;  
    /* font-family: myFirstFont; */  
    font-style: italic;  
    font-size: 30px;  
    /* font-size: 100%; */  
    font-weight: bold;  
  
    color: green;  
    text-align: center;  
    text-decoration: underline;  
    text-transform: capitalize;  
    letter-spacing: 3px;  
}
```

```
@font-face {  
    font-family: myFirstFont;  
    src: url(sansation_light.woff);  
}
```

CSS - Link

```
a:link, a:visited {  
    background-color: #f44336;  
    color: white;  
    padding: 14px 25px;  
    text-align: center;  
    text-decoration: none;  
    display: inline-block;  
}  
  
a:hover, a:active {  
    background-color: red;  
}
```

CSS - Images



```
img {  
  border-radius: 8px;  
}
```



```
img {  
  border-radius: 50%;  
}
```

CSS - Button

```
<style>
.button {
  display: inline-block;
  padding: 15px 25px;
  font-size: 24px;
  cursor: pointer;
  text-align: center;
  text-decoration: none;
  outline: none;
  color: #fff;
  background-color: #4CAF50;
  border: none;
  border-radius: 15px;
  box-shadow: 0 9px #999;
}

.button:hover {background-color: #3e8e41}

.button:active {
  background-color: #3e8e41;
  box-shadow: 0 5px #666;
  transform: translateY(4px);
}
</style>
```



Click Me



Click Me

References

- ▶ <https://www.w3schools.com/html/default.asp>
- ▶ <https://www.w3schools.com/css/default.asp>
- ▶ <https://shortiedesigns.com/2014/03/10-top-principles-effective-web-design/>
- ▶ <https://conversionxl.com/universal-web-design-principles/>

References - Images

- ▶ <https://news.mongabay.com/2012/07/climate-change-increased-the-probability-of-texas-drought-african-famine-and-other-extreme-weather/>
- ▶ <http://sustyvibes.com/category/environment/climate-change/>
- ▶ <https://www.citi.io/2015/07/14/who-and-what-are-the-root-cause-of-climate-change/>
- ▶ <http://blogs.lse.ac.uk/polis/2015/10/06/calling-for-a-revolution-in-climate-change-rhetoric/>
- ▶ <https://www.pinterest.co.uk/pin/430234570642096023/>
- ▶ <https://www.smashingmagazine.com/2015/04/using-sketch-for-responsive-web-design-case-study/>