

Web Development – Mr. Turner

Project – Interactive History

Project Overview

The concept of an interactive history is to take a topic and create a page that outlines and informs on the history of that topic. The page is broken down into several sub-topics that the user can click on to read more about the history.

For example, if you were building a page about the history of Super Mario, you might have a list of sub-topics including the 1980s, Mario's Worlds, Mario's Friends, Mario's Enemies, among others. When selected, each topic would give the user information about the sub-topic.

In addition to seeing the information, the user should be able to create a book of annotated text. In order to annotate text, the user would highlight a portion of the text on screen and click the annotate button. The selected text would then be stored in a list of annotations. The user could then view or edit all of his or her annotations at will.

Display

The list below includes the essential elements of the page.

- A heading for the page.
- A menu of topics. This can be done as a sidebar or a top margin menu or a menu of icons. If you're feeling creative, you may play with this user experience.
- A main section that displays the text of the selected sub-topic.
- A control panel for annotations.
 - The panel will need a button to add an annotation to the list.
 - The panel will need a button that displays the list of annotations in the main section.
 - The annotations should be displayed as a numbered list.
 - A button that allows the user to delete selected annotations.

Functionality

When the page loads, it will show an introduction to the topic in the main section.

When the user clicks on any of the sub-topics from the menu, the text in the main section will be replaced by the information from that sub-topic.

The user may annotate by highlighting lines of text with the mouse and then capturing that text.

The function for capturing text is:

`window.getSelection()`

This function looks at the window and checks to see whether or not any text has been selected by the mouse. If it has, it returns that text as a string.

The selected text is the user's annotation. It should be added to a list of annotations (an array of strings).

When the user selects to view the annotations from the menu, his or her list should appear in the main section.

Enhancements

- Create a utility that allows the user to take notes about certain portions of the text. Each note would be associated with a specific annotation.
 - For example, if I highlighted a portion of text to annotate it, I would then also be able to type a note that would be shown with the annotation.
 - There also needs to be a utility that allows the user to edit the notes for a particular annotation.
 - If the annotation is deleted, the note is deleted with it.