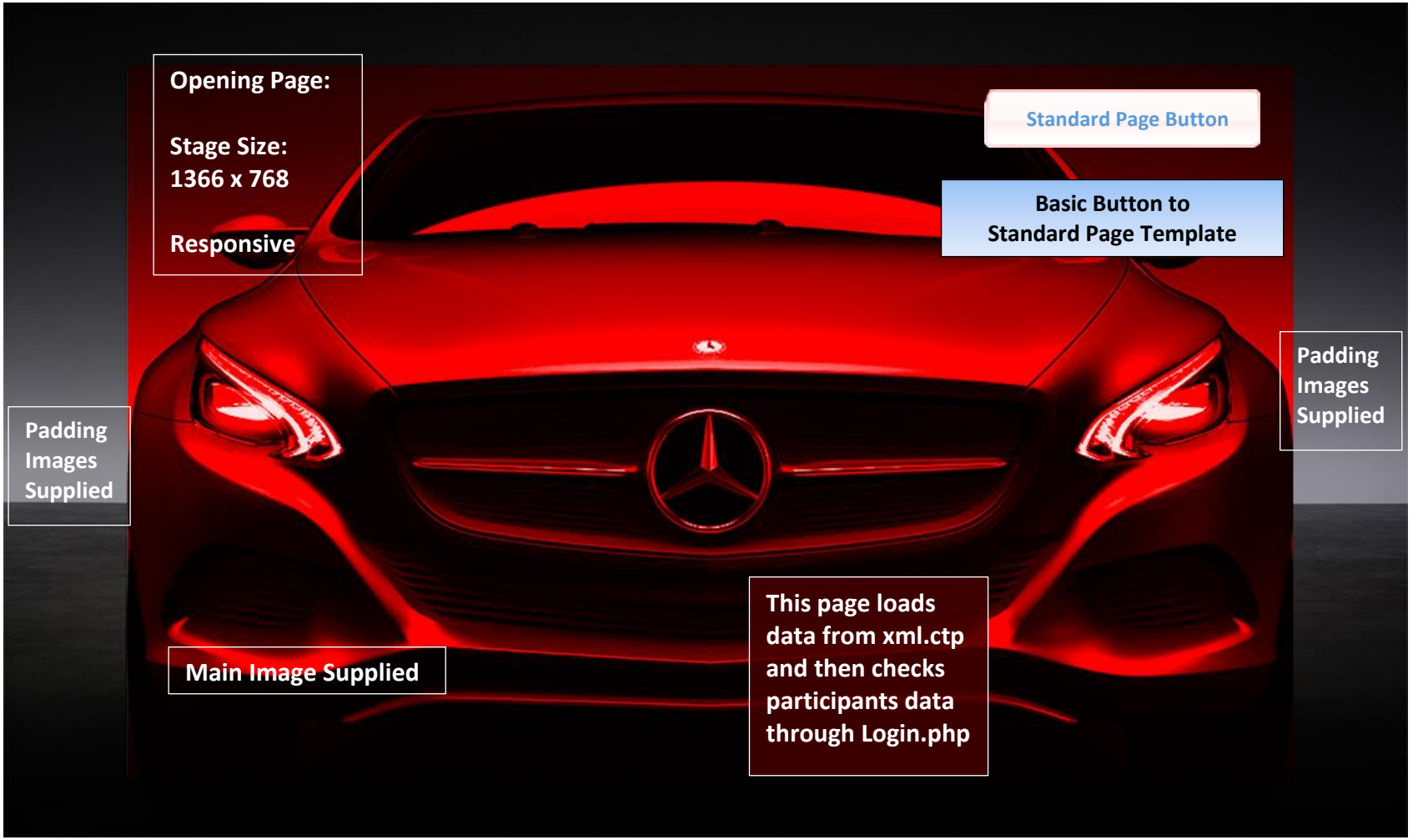
HTML5 Project - Specifications

Opening Page: – Set main artwork - possible full screen landing page and / or responsive stage with image padding – initialize multiple variables – communicate with database. Additional Information: Responsive stage – size 1366 x 768 – Main Stage Image. Standard button to progress to the next page. (Standard Page Template).



A “XML Load” function to retrieve data and a PHP function to verify data is used in this Opening Page. Explanation below.

After loading images, this page makes an initial call to check participants i.d. through the main cakePHP website **(sample AS2 code only)**

```
var theXML:XML = new XML();
theXML.ignoreWhite = true;
theXML.onLoad = function(success){
var person = this.firstChild.childNodes; var fname = person[0].firstChild.nodeValue;  var lname = person[1].firstChild.nodeValue;
var id = person[2].firstChild.nodeValue; var usertable = person[3].firstChild.nodeValue; var usercompany = person[4].firstChild.nodeValue;

FirstName = fname; LastName = lname; EmployeeNumber = id; UsersTableName = usertable; UsersCompanyName = usercompany }

theXML.load("/links/xml/");
```

(**links** is the folder name and **xml.ctp** contains the required data needed to fill out the variables.)

("/links/xml/") is unique to the home website. **The function to load the above variable values is part of the project.**
(Hard coding the variable values in **xml.ctp** for testing is acceptable.)

xml.ctp file to be supplied. **These variables are required. Variable names are in xml.ctp file.**

FirstName = fname; LastName = lname; EmployeeNumber = id; UsersTableName = usertable; UsersCompanyName = usercompany;

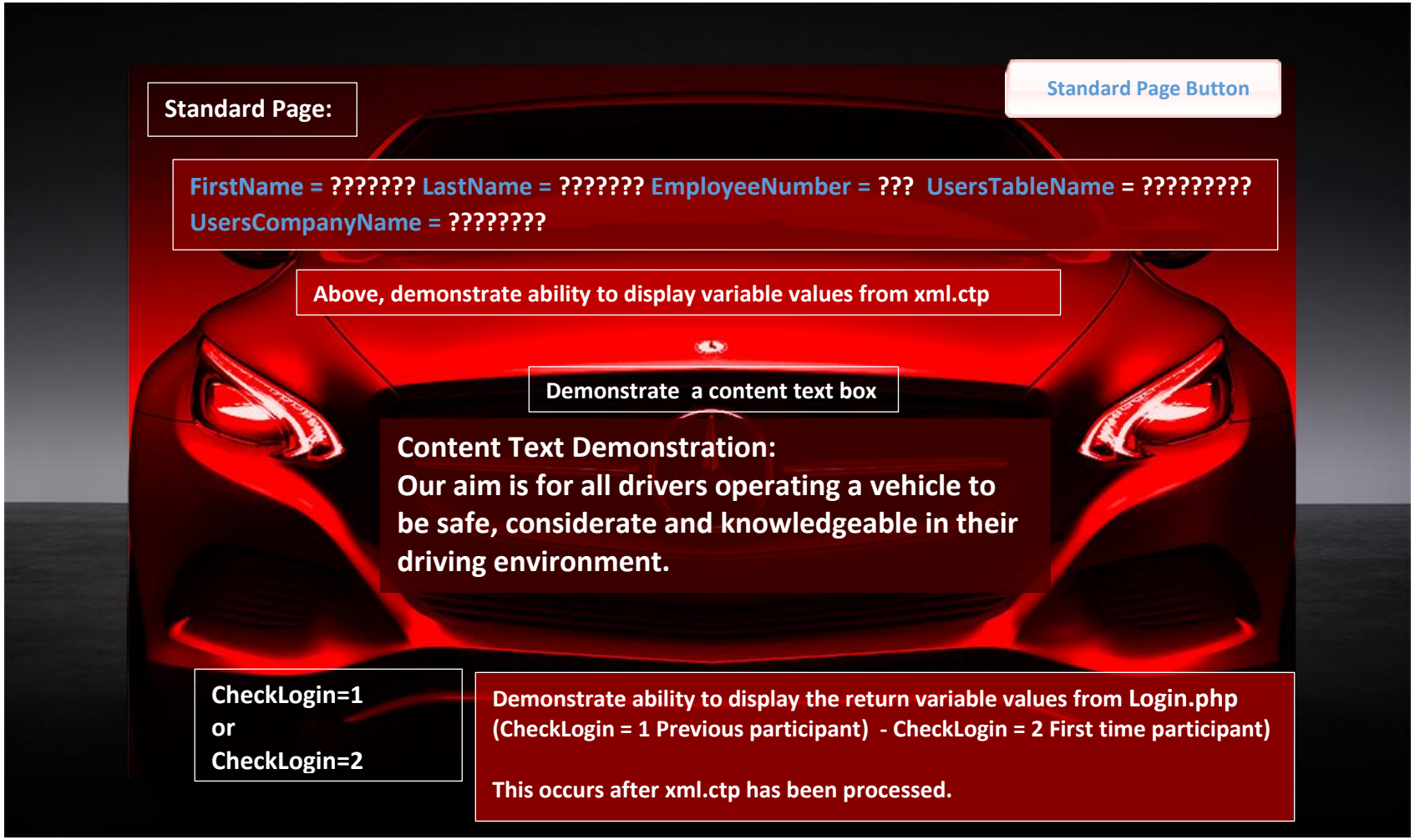
Opening Page makes a second call through **Login.php** to check participants I.D. (To see if participant is already in database.)

```
loadVariablesNum ("Login.php?EmployeeNumber="+EmployeeNumber+"&UsersTableName="+UsersTableName+"&R="+random(999), "0");
```
(AS2 code)

Login.php file to be supplied. **The function to load the 2 above variable values with Login.php is part of the project.**
(The return status of the **CheckLoad** variable in **Login.php** needs to be shown on the next page.)

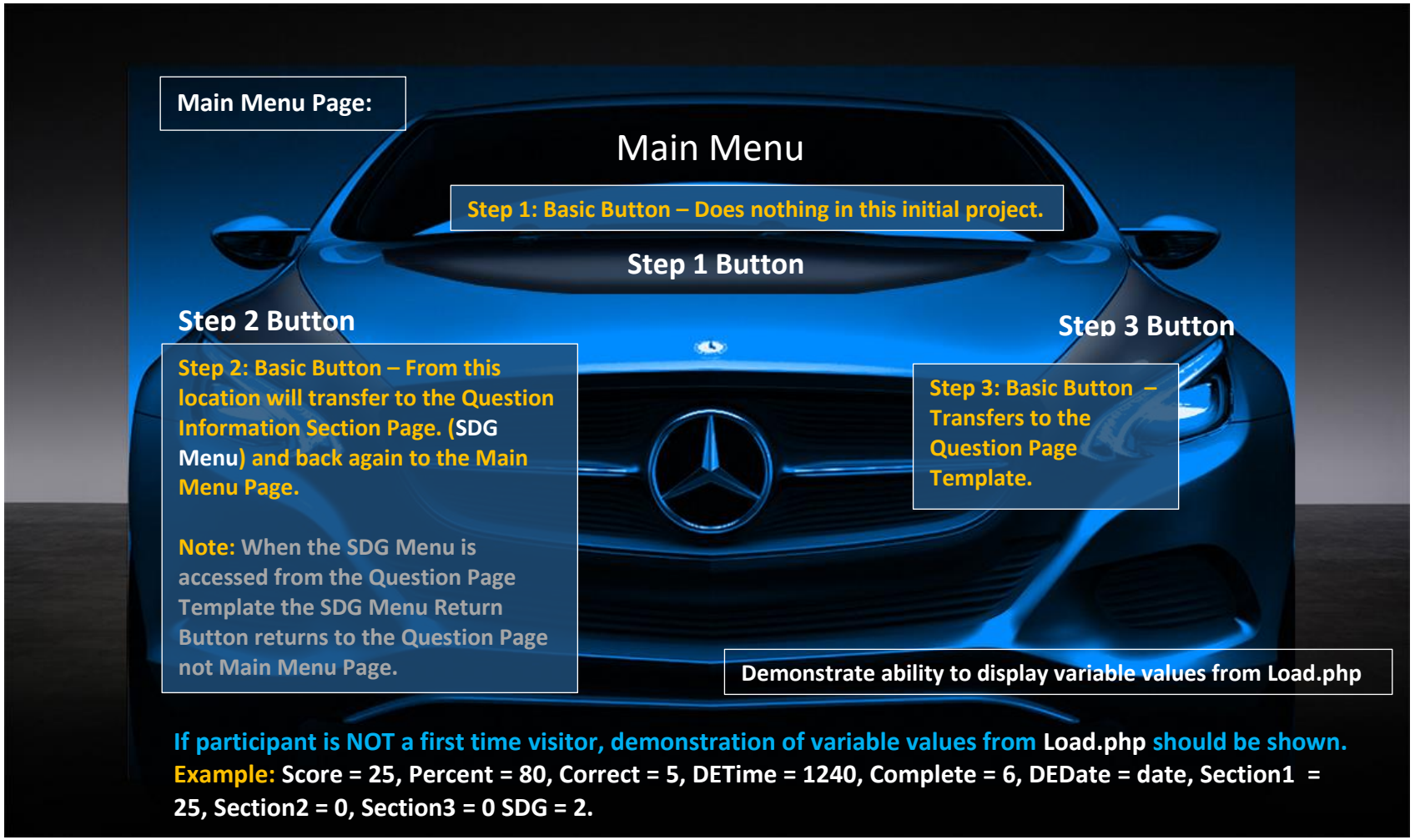
This page then displays a basic welcome text message (text block) and then moves on to the Standard Page Template through a temporary button. Detailed welcoming scene will be added later. (not part of project.) Opening Page (OP) is now complete.

Standard Page Template: (STP) – Carry over artwork – **for project** - demonstrate the ability to return and display the value of variables on this STP from **xml.ctp** – display mock demonstration content / text on STP page. Demonstrate the ability to return and display the value of (**Login.php**) on stage. A seamless transfer of the main image from one page to the next would be encouraged.
Standard Page Button (basic) to progress to next html page. (Main Menu)



Developing a simple and effective process to store variables and their values is an important component of this project.

Main Menu Page: – Display main artwork – communicate with database to determine participants status and respond back to database – incorporate 3 basic buttons on stage with code to "Question Page Template" and "Question Information Section Page" (SDG). Note: these 3 buttons will eventually be incorporated as part of the main artwork. **For this "start up" project, 3 basic buttons are acceptable.** **For project** - demonstrate the ability to display the value of variables (**Load.php**) from the database on this page.



If the participant is a **first time visitor** the values in the variables shown below are sent using "**Register.php**" to the correct database. A function will be required to send the four (4) variable values to **Register.php**. Code in **Register.php** shows all variable names.

Example: Current coding is shown. (AS2 scripting code shown. Code type shown not relevant for this project) Variable names are relevant.

```
var retrieveLoadVars:LoadVars = new LoadVars();
submittedData = new LoadVars();
submittedData.FirstName = _level0.FirstName;
submittedData.LastName = _level0.LastName;
submittedData.EmployeeNumber = _level0.EmployeeNumber;
submittedData.UsersTableName = _level0.UsersTableName;
submittedData.sendAndLoad("Register.php", retrieveLoadVars, "post");
```

Register.php file to be supplied.

If the participant is **not a first time visitor** the values for the variables shown below are retrieved using "**Load.php**" from the database.

A function will be required to load the variable values from **Load.php**.

```
loadVariablesNum ("Load.php?EmployeeNumber="+EmployeeNumber+"&UsersTableName="+UsersTableName+"&R="+random(999), "0");
```
(sample AS2 only)

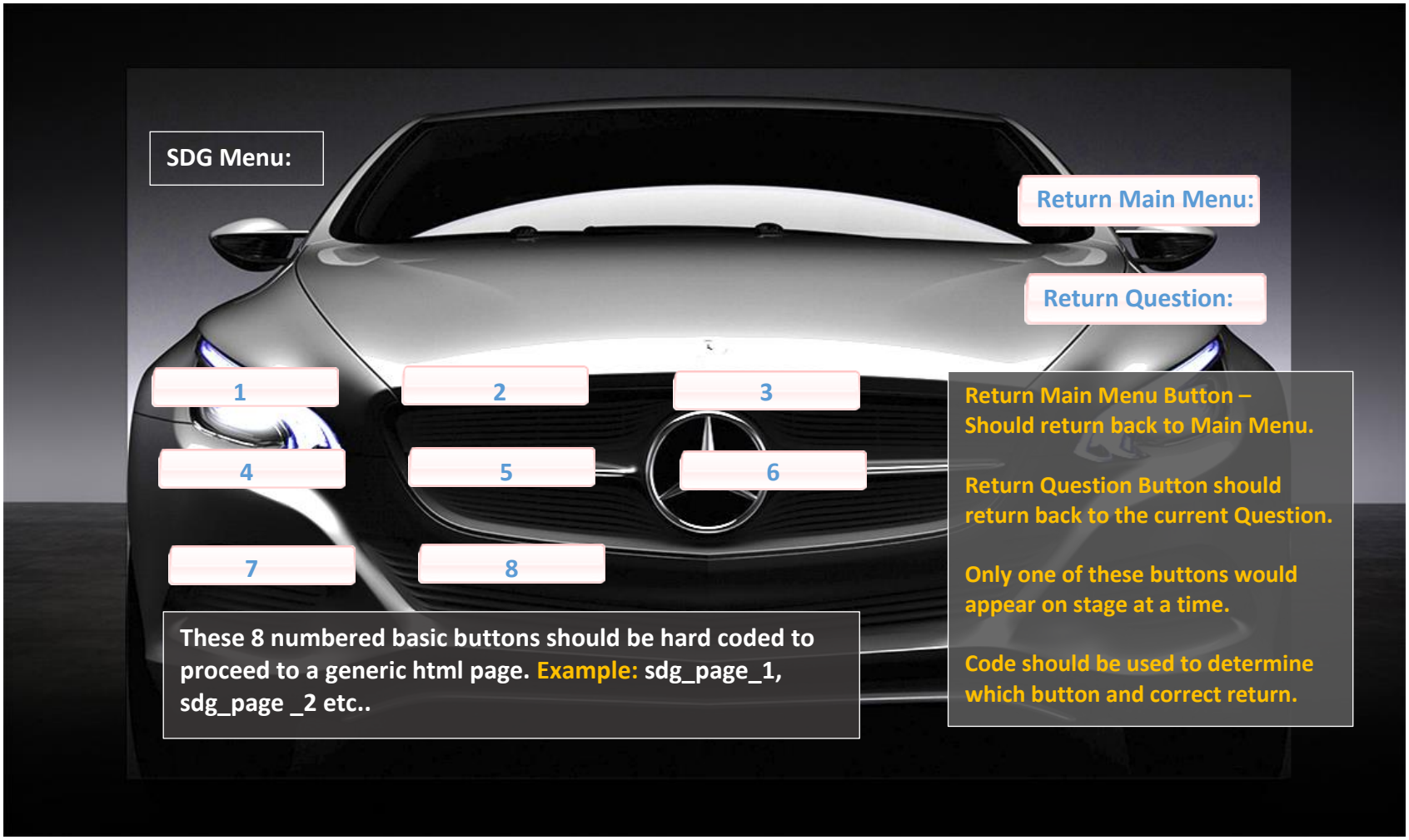
The values are then loaded into the variables for use in the program. **Example**: Participant previously saving a uncompleted program.

```
$FirstName = $row['FirstName']; $LastName = $row['LastName']; $EmployeeNumber = $row['EmployeeNumber']; $Score = $row['Score'];
$Percent = $row['Percentage']; $Correct = $row['Correct']; $DETime = $row['DETime']; $Complete = $row['Complete']; $DEDate = $row['DEDate'];
$Section1 = $row['Section1']; $Section2 = $row['Section2']; $Section3 = $row['Section3']; $SDG = $row['SDG']; $Level1 = $row['Level1'];
$Level2 = $row['Level2']; $Level3 = $row['Level3']; $ResetRev = $row['ResetRev'];
```

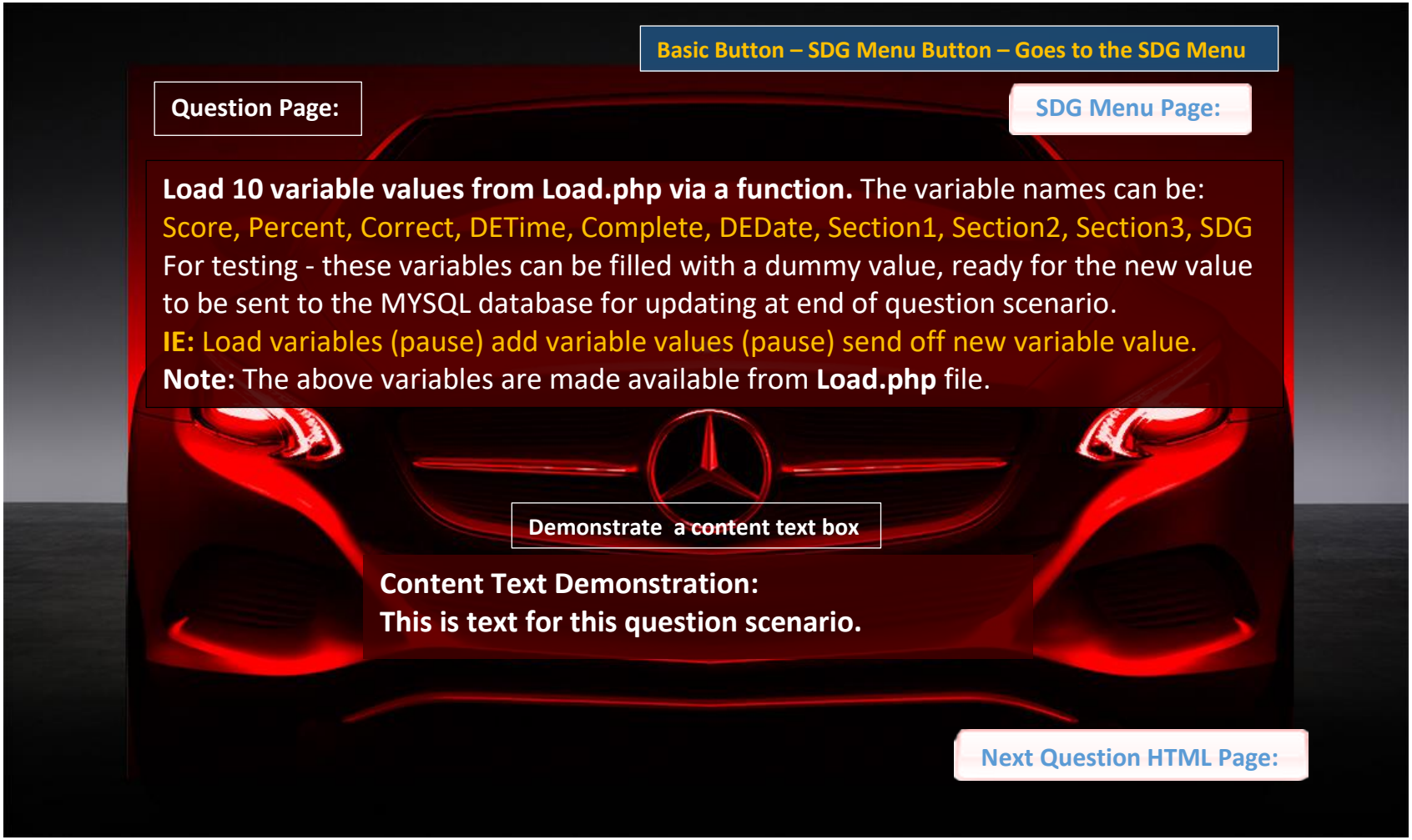
Load.php file to be supplied.

Step 2 – Basic Button would then proceed to the **Driving Information Menu Page: (**Known as **SDG Menu)**
Step 3 – Basic Button would then proceed to the **Question Page Template: (**Known as **Question Page)**

Driving Information Menu Page: (Known as **SDG Menu)** – Display main artwork – facilitate 10 basic buttons on stage.
Eight (8) numbered basic buttons + two (2) unique basic buttons. These two (2) buttons return to the Main Menu Page or Question Template Page. (**Explanation:** If the SDG Menu Page is accessed from the Main Menu – returns to MM. If the SDG Menu Page is accessed from the Question Page – returns to Question Page) No database interactions on this page.



Question Page Template: Display main artwork – Can load up to 10 variable names and values to this page from the data stored in Load.php. – Fill variables **Score**, **Correct**, and **Complete** with a dummy value and update and send new variable value to the MYSQL database at end of question scenario. Facilitate basic button to transfer to Driving Information Menu Page / SDG. Facilitate basic button to load the next question page, which will be just another Question Page Template**.** **Example: question page 1 to question page 2.**



Example: Current updating coding is shown below. (AS2 scripting code shown. Code type shown not relevant for this project.)

```
function updateScores () {
var updateLoadVars:LoadVars = new LoadVars();

updateData = new LoadVars();
updateData.FirstName = _level0.FirstName; updateData.LastName = _level0.LastName; updateData.EmployeeNumber = _level0.EmployeeNumber;
updateData.Score = String(progressiveScore); updateData.Percentage = String(_level0.perCent); updateData.Correct = String(numberCorrect);
updateData.DETime = String (DETime); updateData.Complete = String(questionNumber); updateData.DEDate = getShortDate();
updateData.Section1 = sectionScores[0]; updateData.Section2 = sectionScores[1]; updateData.Section3 = sectionScores[2];
updateData.SDG = String (visitsToSDG); updateData.UsersTableName = _level0.UsersTableName;

updateData.sendAndLoad("Update.php", updateLoadVars, "post");

updateLoadVars.onLoad = function(success)
{
        if(success)
        { updateLoadVarSuccess = 1;
        } else
        { updateLoadVarSuccess = 2;
        }
```

Additional Information: MYSQL database file with be supplied with all PHP and image files. Sample MYSQL file shown below.

	FirstName	LastName	EmployeeNumber	Score	Percent	Correct	DETime	Complete	DEDate	Section1	Section2	Section3	SDG	Level1	Level2	Level3	ResetRev
Edit Copy Delete	Stonestreets	Demo_2017	1	5	100	1	273.447	1	16/8/2017	5	0	0	0	0	0	0	0

Important: **Link below to demonstration 2017 online education program:** **(Current version)**

http://www.driving-online.com/links/open/Fleet/html5_project/2017_project_demonstration_program

Additional Information: The 5 HTML5 project pages will be used as the main template and structure for the advancement of the total project concept. Animate CC Canvas (2017) will be used for this project to add content, structure and interactions. **Example:** Main image colors is already set In Animate CC canvas, through TweenMax and EaselPlugin code and plugins. 5 color image options black – silver – blue – red – amber are used.
Knowledge of Animate CC is not required for this HTML5 project, but may be of interest to us in later project development.