Specific instructions for Part 5

EXIT

You are required to complete both tasks using the software applications installed on your computer and the assets for the practical tasks in 'AssetsFolder' on the computer Desktop.

Your answers to Part 5 will **not** be automatically saved to floppy disk.

You must save your completed work on floppy disk B in the correct format, as referred to throughout Part 5.

You should spend no more than 60 minutes on Part 5.

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Part 5, Task 1

EXIT

You have been asked to create a web-based catalogue of electrical appliances for a retailer. The catalogue needs to display information in a standard format for each product and include an image. Product information needs to be easy to read and print. The catalogue should have navigation that is global throughout and feature the retailer's logo.

The catalogue will be accessed using a browser and will be viewed with at least 640 x 480 pixel screen resolution.

Follow the steps below to mockup a single HTML page showing a sample product. Use the images and text provided in the folder 'www' which is in the 'AssetsFolder' on the computer Desktop.

Click the 'NEXT' button to continue this task.

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Part 5, Task 1

EXIT

1. Import the prepared buttons, image and logo into a graphics editing program. Manipulate each button, image and logo until they fit your intended design in size and colour. Marks will be deducted for any item not manipulated. The logo should be 200 pixels in width with the height proportional. Create a folder on Floppy Disk B called 'Task1' and save all the images in a suitable format and file size for the web. 7 marks

2. Using a web-authoring program, create an HTML document in the 'Task1' folder. Using principles of good design, lay out the product page with the global navigation including the buttons. Remember to use relative paths for all files (including images and links). Include the logo, the appliance image and the product text. 10 marks

3. Using efficient web-authoring techniques, enable the user to select an appliance from a list of three colours. 3 marks

4. Copy 'about.htm' into the 'Task1' folder and link the 'about' button to the 'about.htm' page. 2 marks

5. Create an 'Add to basket' button. 2 marks

6. Save the complete file in the "Task1" folder on the floppy disk B.
   Remember to use relative paths for images and links when creating the web page. 1 mark

25 marks

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Part 5, Task 2

EXIT

To complete this task you need to start your animation package (Director or Flash).

1. Use your animation package to create a file called 'Task 2' on floppy disk B.

   1 mark

2. Insert an appropriate number of frames for the animation to run for about two seconds at a rate of 12 frames per second.

   1 mark

3. Locate the assets in the folder 'FunnyFootballAssets' which is in the 'AssetsFolder'on the computer desktop.
   Import those assets into the 'Task 2' file.

   2 marks

4. Use the imported assets and the package drawing tools to create the objects shown below, drawing the football and goalposts (take into account the later stages of the movie when creating your objects).

   5 marks

forward

umpire

defender

goal umpire

Click the 'NEXT' button to continue this task.

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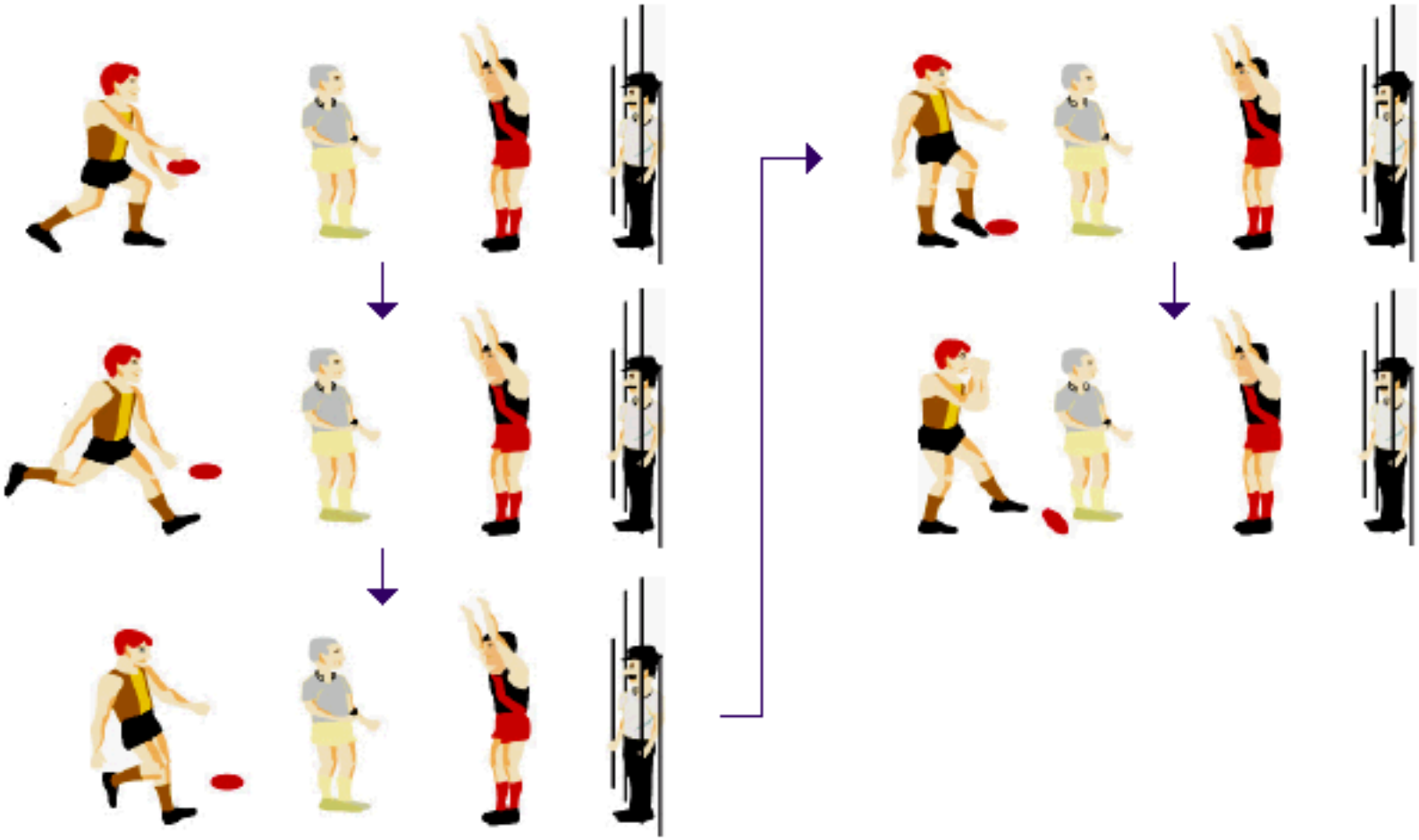
5. Create the animation shown below. The forward player should miskick the ball so that it rolls along the ground. The defender is not required to move at all.

3 marks



Click the 'NEXT' button to continue this task.

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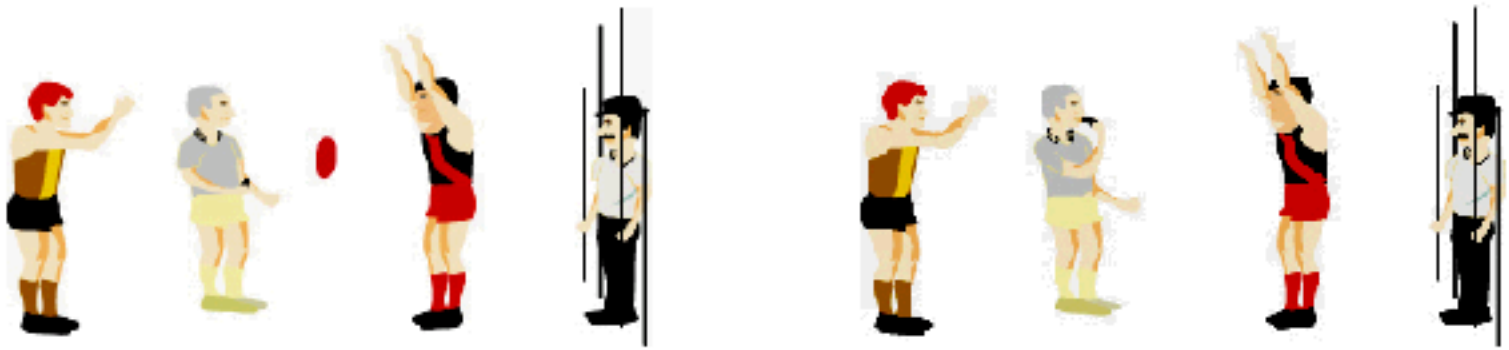
6. As the forward realises his mistake he stops grinning and raises his hands. The ball continues to roll toward the defender.

2 marks

7. Just before the ball reaches the defender it amazingly bounces high and moves over the defender's head. The forward grins again. The goal umpire has not moved.

3 marks



Click the 'NEXT' button to continue this task.

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Part 5, Task 2

EXIT

8. Insert a soundtrack to reflect the crowd's amusement at the miskick and amazement at the lucky bounce.

2 marks

9. Create an interactive button which uses the three positions of the umpire. The position shown below should occur when the user clicks the umpire button. A whistle sound should occur as the umpire blows his whistle. The goal umpire should then signal the goal by extending both arms.

5 marks

10. Your animation must be saved in a format (Flash '.swf' or Director Shockwave '.dcr') so that it can be viewed by a web browser. You must save this to your floppy disk B.

1 mark

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