

Instructions for Section C

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Complete all parts of this task.

You are required to complete these tasks using:

- the software applications installed on your computer
- the assets for the practical task contained in your practical work folder

Your answers to this section will not be saved automatically.

You must save your finished work to your practical work folder.

A shortcut to your practical work folder has been placed on the desktop.

Use this shortcut to move from the exam to your practical work folder.

The shortcut to your practical work folder is called:

'Shortcut to 22222222A_P'

Remember to save your work at each step.

You should spend approximately 60 minutes on Section C.

DO NOT RENAME THE PROVIDED PRACTICAL WORK FILES.

Reading time skipped.

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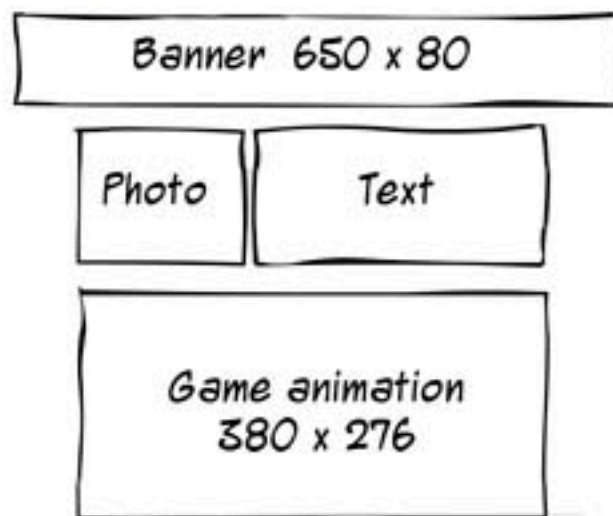
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Brief

The Brain e-Games Company is a publisher of board games for children. They have created an online Snakes and Ladders game. They need a web page with a promotional animation.

You will create the web page as indicated in the design sketch below, write some content, create the animation using the characters supplied and add the animation to the web page.

Design sketch with required layout



Style guide

Background colour: CCCC99

Heading colour: 006633

Text colour: 003366

Font: Helvetica or Arial

Heading: Helvetica or Arial Bold

Heading: Helvetica or Arial Bold

Text: Helvetica or Arial

Create the web page according to the layout in the design sketch. Formatting of the page must be consistent with the style guide.

- * The web page must be viewable in a web browser.
- * All paths must be relative to enable the web page to be viewed from a CD-ROM.
- * You must save your work in your practical work folder.

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Create the page

1. Create an empty web page named *index.htm*. Set the background colour according to the style guide. 2 marks

Prepare and include the banner

2. Create a banner as an image which includes the name of the game '*Snakes and Ladders*'. 1 mark
3. Include the image *boy.png* in the banner. 1 mark



4. Write a catchy one-line slogan that encourages children to play the game. Include this slogan in the banner. 3 marks
5. The banner should be of an appropriate size and format, and consistent with the style guide. Save this image in an appropriate format for the web in your practical work folder using the file name '*gamebanner*'. 3 marks
6. Include the banner in the web page as indicated in the sketch design. 1 mark

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Prepare and include content

Game Description



players.jpg

Name: Snake and Ladders**Players:** 2**Time:** 15 minutes**Ages:** 5 to 8 year olds**Publisher:** Brain e-Games

- * Players click on the dice to know how many spaces to move.
- * If a player lands at the bottom of a ladder they climb up the ladder.
- * If a player lands on a snakehead they slide down the snake.
- * The first player to get to the top of the board wins.

7. Include the photo *players.jpg* on the web page according to the design sketch.
Write and include an appropriate alt attribute. 2 marks
8. Write an introductory paragraph appropriate for the audience explaining how to play the game based on the Game Description above. The paragraph should consist of four sentences in active form. Include the paragraph you have written according to the design sketch. 5 marks
9. Format the text consistent with the style guide. 1 mark
10. Ensure the alignment of elements on the web page is consistent with the layout of the design sketch. 1 mark

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Animation

A character climbs up the ladder. At the top, the character jumps and slides down the snake as shown below.

Re-create the animation according to the demonstration using the assets in the 'animation' folder.

Assets Provided:

background.png (actual size 550 x 400)



body.png



right_arm.png



left_arm.png

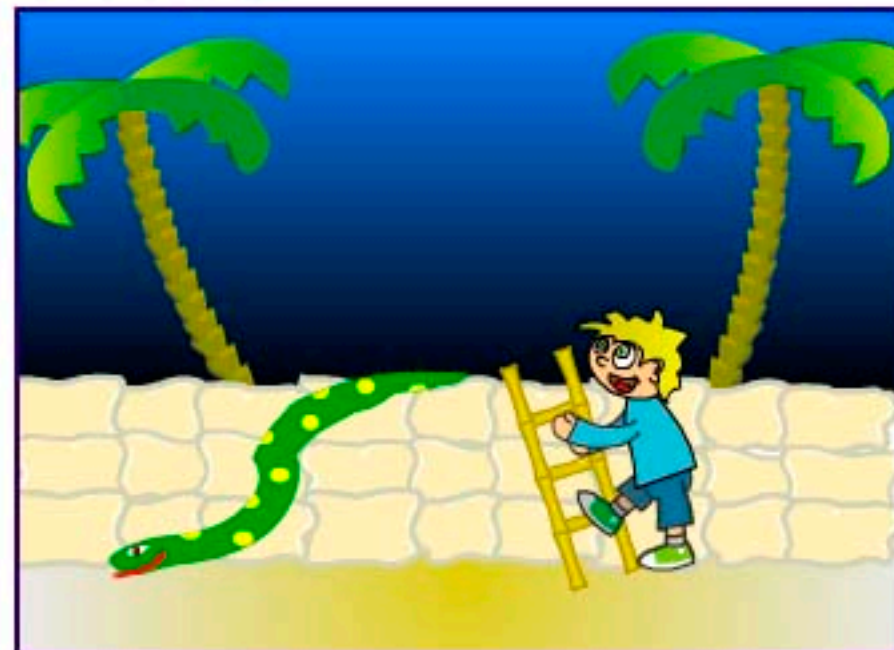


right_leg.png



left_leg.png

Whistle sound: sliding.wav

Demonstration

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11. Create a director file *game.dir* or flash file *game fla*.
Save this file in the folder 'animation'. 1 mark
12. Import the background, body, arms and legs. 1 mark
13. Assemble the character from the body parts. 1 mark
14. The character starts at the bottom of the ladder, climbs up the ladder to the top, moving his arms and legs as shown in the demonstration. 8 marks
15. The character jumps at the top of the ladder. 2 marks
16. The character slides down the snake. 3 marks
17. Add the sliding sound *sliding.wav* when the character slides down the snake. 2 marks
18. Include the animation in the web page as indicated in the design sketch. 2 marks



Reading time skipped.

End Section C

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