

KHBJ - Assignment 2

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MOBILE-ENABLED WEBSITE UTILISING REST SERVICES (JSON)

By Kai Hakkeem Bentley - Jennings

1 Table of Contents

2	Table of Figures.....	2
3	Introduction	3
4	Main Body	4
4.1	Core Components	4
4.2	Methodology.....	9
5	Conclusion.....	10
6	References	11

2 Table of Figures

Figure 1: Home Page	5
Figure 2: Bored API	6
Figure 3: GoT API.....	7
Figure 4: imagepool.txt AJAX	8

3 Introduction

The report for the second assignment will display the work done for a mobile-enabled website using some AJAX calls to separate text files and to APIs online. The website is centred on the Three Kingdoms period, during the downfall of the Han Dynasty and the rise of prominent warlords seeking to solidify their own positions of power. The website uses jQuery Mobile for the structure and has been applied a coat of paint using ThemeRoller to give it a bit more life.

There is a single html file, however it is a single page application that transitions between different #pages. There is an issue however when returning to a page you've visited, making it impossible to open the navbar. This can be remedied by refreshing the page, allowing you to open the navbar again. The website consists of three pages

The images used are from Creative Assembly's work on Total War: Three Kingdoms.

4 Main Body

4.1 Core Components

For the core, website revolves around using jQuery mobile and using transitional single page application. The images have been made responsive to the screen/window size using a separate .css file. Initially the images were at a max width and height of 1920x1080, however the image looked very poor in quality, and made it more bloated despite fitting to the screen. Leaving it to its default size was the best option.

The main page is nothing special. Just text and images. Relocating one of the AJAX calls here might've been best, but the next page did not go as planned and instead was left the way it was. The Hamburger on the top left serves as the navbar.

MOBILE-ENABLED WEBSITE UTILISING REST SERVICES (JSON)

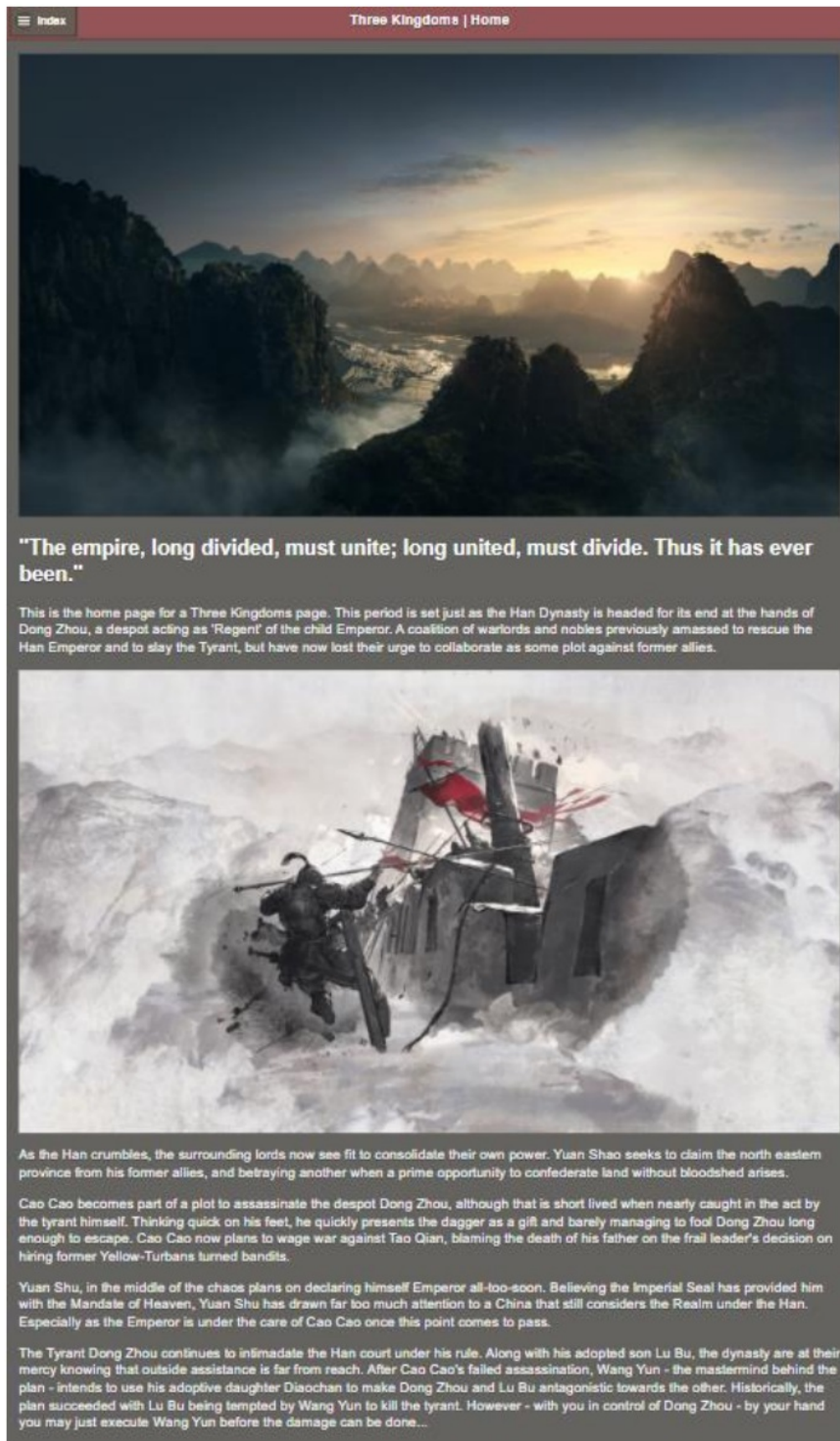


Figure 1: Home Page

MOBILE-ENABLED WEBSITE UTILISING REST SERVICES (JSON)

The following page “TW:3K” was initially supposed to have a Steam API newsfeed for the game and updates carried out on it. This was supposed to complement the Steam widget seen above the main image. However, implementing this would require filling out a form so this was unlikely. Instead two APIs unfortunately not related to the content of the website was used.

The first API displayed is the Bored API. This randomly generates an activity for you to carry out, how many people are required, and a link if it involves one.

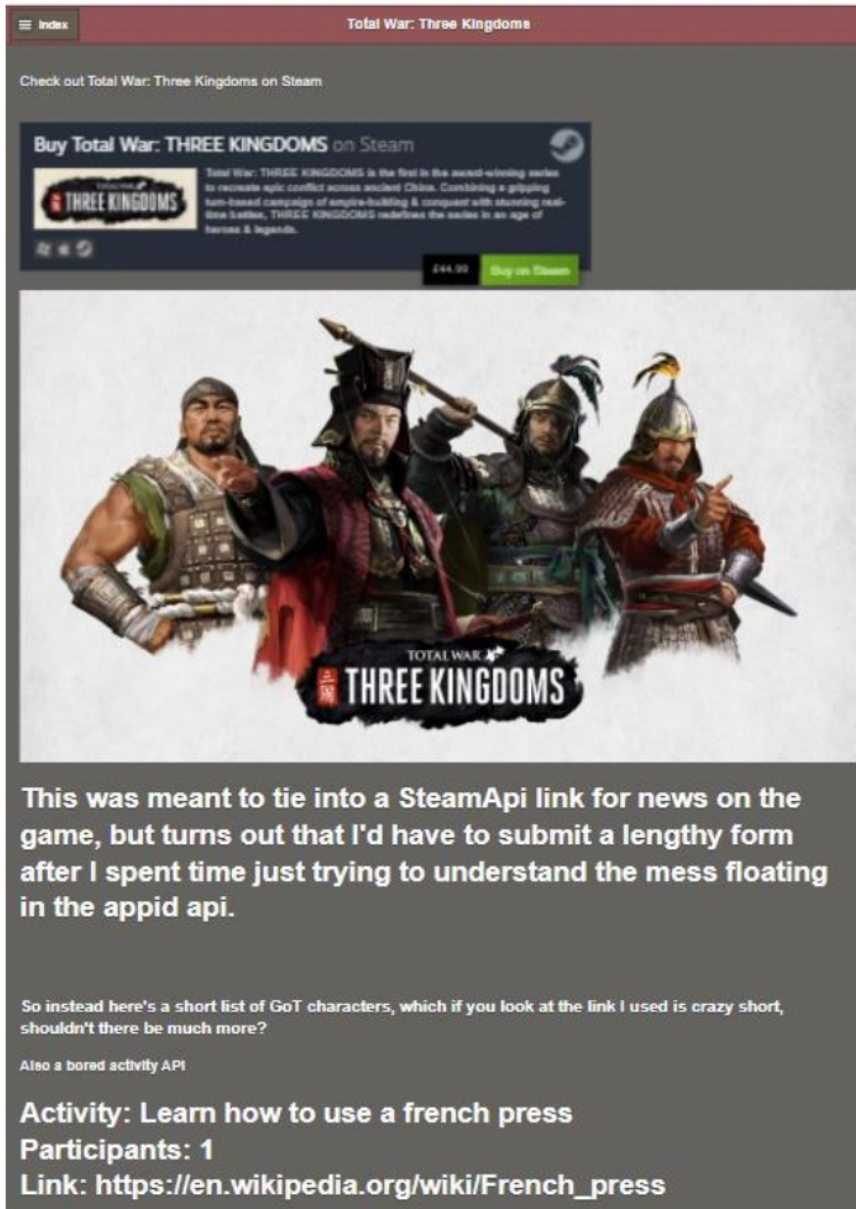


Figure 2: Bored API

The second API is a small pull from a Game of Thrones database of characters. However, it's shockingly small. Perhaps the link isn't the right one.

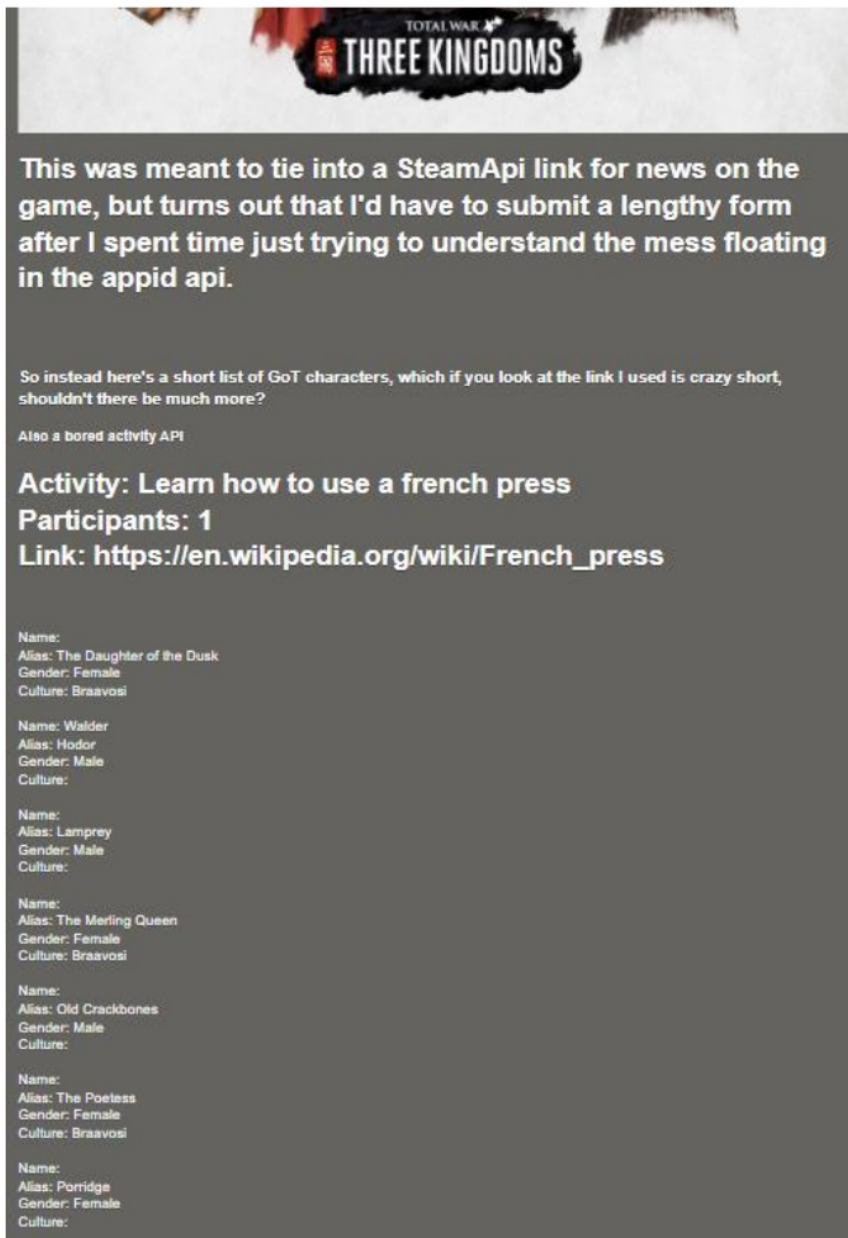


Figure 3: GoT API

The Warlord page was supposed to utilise the buttons on the page, but that never came to pass. Instead the data it was supposed to call is laid bare on the page with each character's name and a short description about each one. With the potential help of the buttons, an image was to be displayed alongside the description.

MOBILE-ENABLED WEBSITE UTILISING REST SERVICES (JSON)

[Index](#) **Three Kingdoms | Warlords**

Select a Historical Character

Note: Doesn't do anything. I planned on the ajax making a call for each individual warlord with their description and picture if I could've worked it out in the end

[All](#) [Cao Cao](#) [Sun Jian](#) [Liu Bei](#) [Yuan Shao](#) [Yuan Shu](#)



Warlord: Cao Cao
Overview: Meet Cao Cao. Cunning and merciless, this strategic mastermind favours the divide and conquer approach, expertly manipulating others to do his bidding.
Cao Cao is the choice of corrupters, conjurers, and puppeteers. Those players who prefer to employ sly methods, pulling strings in the shadows and manipulating others to ensure the future of Wei Kingdom.

Warlord: Sun Jian
Overview: Meet Sun Jian, said to be descended from legendary strategist Sun Tzu. Known for his courageousness, resourcefulness, and thrill seeking nature, he cuts a powerful figure as the head of the Sun family.
Sun Jian is the choice of the risk-taker and thrill-seeker players. Someone who tires of playing it safe and knows that when the odds are stacked against them, it makes for a more epic tale of victory.

Warlord: Liu Bei
Overview: Humble, virtuous and kind, Liu Bei is an inspiring presence, forging unshakable bonds with those who follow him...
Liu Bei is the choice of the confident, wise and modest ruler. Someone who cares about the people, understands their needs, wants to restore peace in the land and knows when an opportunity for victory shows up to make it so.

Warlord: Yuan Shao
Overview: As the Han's loyal defender, Yuan Shao stormed Luoyang to liberate the emperor and personally slaughtered the treacherous eunuchs. He rose to power due to his outstanding reputation, wealth, and prestige. Though he lacks in substance, his ostentatious style is beyond doubt.
As the leader of the coalition, the charismatic Yuan Shao will appeal to players with diplomatic flair who want to focus on alliances and political maneuvering. His ability to field military captains as leaders of retinues enables him to build strong forces without the necessity of controlling the satisfaction and loyalties of his generals.

Warlord: Yuan Shu
Overview: Yuan Shu believes that only he has the means, and the right to wield true power. The prestigious name of Yuan clan weighs heavily upon his shoulders, as does the blustering of his half-brother, Yuan Shao. Only by demonstrating his legitimacy can he prove his right to rule.
Yuan Shu is for players who want a challenge from start to finish, as well as those enjoy being a scheming powermonger who hustles others into accepting their legitimacy and supremacy. With the lofty goal of becoming emperor dominating his playstyle, and potential enemies on all sides, Yuan Shu's campaign requires steely nerves and a careful balance of both caution and decisiveness when the need arises.

Warlord: Gongsun Zan
Overview: Gongsun Zan is heard like a clarion call above the chaos. He stands firm in his beliefs and is unafraid to do what he feels to be right. As defender of the dangerous fringes of the empire, Gongsun Zan believes that military precision must be observed in all things.
Gongsun Zan is the choice of expert militarists – he is a warrior without fear or restraint, but also a defensive master when the situation requires it. Bravery is his calling card, and if there's an obstacle he has to conquer, you'd better hope he's on your side.

Warlord: Dong Zhou
Overview: Dong Zhou is a playable and historical character featured in Total War: Three Kingdoms. Nicknamed The Tyrant, he is a default leader and one of the Vanguard class heroes in his faction. His faction also begins the campaign having vassalized the Han Empire, de facto making him in control of most of the grand campaign map at the beginning.
He is not directly playable at the beginning, only unlocked after player defeats him in battle or reaches the rank of emperor.

Figure 4: imagepool.txt AJAX

4.2 Methodology

Imagepool.txt

The text file was created to store short information regarding the characters during the period, which does help on reducing the size of code on the main index. The list appears all at once on the Warlord page, although originally it was to be done in segments. The buttons at the top of the page would have parsed information relating to that specific warlord alongside an image of their likeness. Both from the Total War game and as they were portrayed in historic art. However, that has not come to pass as there was some difficulty. It is now formatted in a way where all the information about each warlord is displayed underneath a single image.

It was chosen because it was the simplest form of making an AJAX call and parsing the information. But it was planned to be used in a way that would remove the need of tab transitions as all data would change on the page from the same text id tag, compared to the first assignment where each tab had the information dumped on the html itself.

Bored API

The plan was to initially integrate a Steam API for news and updates done on the Total War game, however it's been made apparent a form must be submitted first. A fallback was to use an API that would change when the page is refreshed (also planned on a button), so that something wasn't entirely static such as the txt file and the Game of Thrones API implemented. This is located on the TW:3K page of the website.

A little bit more difficult than the previous, but not by much. It was straightforward on implementing this feature and didn't require the use of stringifying the JSON.

Game of Thrones API

This one was also a fallback; however, it is functionally similar to imagepool.txt. Although the API clearly should have more in its database, what is displayed on the main page is seemingly it for the most part. Was supposed to be a placeholder until something better came along but kept it in the end anyway.

5 Conclusion

In conclusion, the AJAX calls and API integration have been successful. The Bored API updates on page refresh with new content, and the static elements have no outlandish issue. The image responsiveness also helps when browsing on mobile, as seen with inspect element. The font of the title could be improved perhaps as it was quite difficult to look at, although that could also be down to viewing it through a computer.

6 References

[1]

KHBJ - Assignment 2

GRADEMARK REPORT

FINAL GRADE

60/100

GENERAL COMMENTS

Instructor WEBSITE

Range of code demonstrated - Good use of navigation bar a jQuery side bar. Although the API calls aren't all relevant to the site (I don't think?!) nevertheless, the API calls are working. The API calls are not particularly complex, but nevertheless are working OK (one from your own file, others from external sources. Single Page application working well. You could have formatted the text coming from the API a little better, it looks a bit small. Some further jQuery mobile features could have been demonstrated 40/60

Overall integration of website - Nice choice of colours, although I think you should make your pictures a bit smaller - maybe you've got a much larger monitor than me! .The site doesn't quite hang together with a some info from API not "fitting" with the subject of the website. Suitably responsive 7/10

REPORT

Analysis of technical development - A bit colloquially written at times. Even if something is not working, try to describe it dispassionately! Also, I was hoping for more of a technical commentary here - you could use some code fragments to illustrate your descriptions. 8/15

Annotated code listing - I'm not sure whether you forgot to do this but it's not in your report. There is some limited annotations in your submitted code. 5/15

Overall - 60%

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

PAGE 12
