

Animation and transition Effects

According to what is mentioned in the fundamentals of the system, the user requirements, the slides must consist of some animation effects pictures and words. The system must also include transition effects where one slide changes to another. On the first slide or homepage however, there will be no animation or transition effects, because most of the information is displayed on the Main Page and if for example each contaminant of the Contents is seen appearing, disappearing, dissolving e.t.c, then the user is most likely to get confused. The other disadvantage of including animations and transition effects on the homepage is that they take some time of carry out the effect, and even though the timings can be changed, it is almost certain that it will take the reader more than 5 seconds to learn how to use the system. However, the reader may still get confused when navigating throughout the other slides seeing many different transition effects taking place. So there will only be two transition effects used which are Checker box across and Checker box down. The user will have the choice of clicking on a selected category from the Contents, if he does not do this within a generous period of 2 minutes then the transition effect will automatically take place and the slide will change to the next slide. This will be useful because people who just wish to look at the system and don't want to use it, or foreigners, they can see the cool effects and different slides which will be very eye catching and attract the users attention.

Breakdown of final solution into sub-tasks

Even though the final design was considered best possible from a range of people, there was still room for implementation, which additionally helped, achieves a professional looking eye catching, attractive system. What to do to implement the final design and how to do it can be put into a step-by-step list, and each can be put into sub-tasks

The first task: Create the homepage slide (the first slide that the user will see when using the system)

The Title the Amp Oval will be done in the specified font but the letter 'O' in 'Oval' in the cricket ball shape will be achieved by copying the text into Microsoft Paint, then selecting or free-form selecting the letter 'O' and adding colour using colour applying facilities and further manipulating the 'O' into a Cricket Ball.

The second task: Obtaining the grass effect:

The grass effect in the background will be obtained by saving a picture of grass from the internet. Only one square chunk of the grass will need to be copied and pasted in Microsoft Paint so that the contrast and colour can be altered to make it have the effect of a background. This will then be copied and pasted several times in the presentation to fill the appropriate areas.

The third task: Creating navigation buttons:

In Microsoft PowerPoint there is already a making-life easy option of inserting action buttons under the slide show menu. This also contains the facilities for decisions to be made of what slide to hyperlink to by pressing the button. If the button need be altered then by clicking the button, a menu will open up 'Format auto shape' where the colour of the button, and various other things can be done to the action button.

The fourth task: Adding maps and images:

The Site map locating the Amp Oval will be scanned directly out of an A-Z on the appropriate page. It will be saved as a .jpeg file and opened up in Microsoft Paint, where the size can be changed to fit it in the available area, and an arrow and an 'X' can be marked to show where exactly on the map it is. The stadium side view image will be imported from the internet onto the system. This will be saved as well as a larger image, which is the result of stretching the original image. The t-shirt will be opened in Paint and parts of it will be changed using the select option.

The fifth task: Adding animation and transitional effects to each slide:

Each slide will contain similar animation and transition effects to add more interest and get the users attention.

The final task: Testing to see if the system works:

Ultimately the most important task is to check if the system works, if it doesn't work as required then the errors can be corrected. If this final task is not carried out, then there is no idea if the system will meet the User requirements.

Test Plan

It can not be emphasized enough how important it is to carry out a test plan to confirm and re-confirm that the design contains everything mentioned in the user requirements, any additional, and implementations are to be considered after the design has been implemented. It is very important to know that no errors are to be discovered in the system. Therefore, a test plan has been assembled together and thought of with great precision to make sure that the system is to the highest of standards.