Photoshop Assignment 3

1.1: I can code a web page using HTML.

Exceeds Mastery	Mastery	Approaching Mastery	Still Developing
I can code a web page using proper HTML syntax and include advanced HTML elements and attributes.	I can code a web page using proper HTML syntax and include common HTML elements and attributes.	I can code a web page using common HTML elements and attributes.	I can partially code a web page using HTML.

2.1: I can create and edit images in Photoshop.

Exceeds Mastery	Mastery	Approaching Mastery	Still Developing
I can design, create, and edit 2D visual elements for a web page that are properly composed, sized, and exported. In addition, these elements have a consistent theme and style, are visually appealing, and appropriate for the target audience of the web page.	I can design, create, and edit visual elements for a web page using Photoshop that are properly composed, sized, and exported for the web.	I can design, create, and edit 2D visual elements for a web page.	With significant guidance, I can design, create, and edit 2D visual elements for a web page.

3:1 I can create a web page using Dreamweaver.

Exceeds Mastery	Mastery	Approaching Mastery	Still Developing
I can create a web page using Dreamweaver by inserting and configuring advanced HTML elements.	I can create a web page using Dreamweaver by inserting and configuring common HTML elements.	I can create a web page using Dreamweaver by inserting and configuring some common HTML elements.	I can create a partial web page using Dreamweaver by inserting and configuring some common HTML elements.

Directions

You are going to create a "Spot the difference" style game. You will be making 5 changes to the image in comparison to the original. These changes should be challenging, but should be possible to find. This means they should not be super obvious, nor super hidden at the pixel level.

Step 1 – Selecting an image

Characteristics of a good image include:

- Busy (picture of cities, images with traffic and buildings, engines, game screen shots)
- Lots of points of focus
- Varying materials/ textures/ colors

Step 2- Using retouching tools

Using a combination of various tools, such as clone stamp with the healing brush, will allow for a more dynamic image change. This keeps the changes less obvious, because they will be blended into the image instead of standing out.

Step 3- Area Selection

Selecting busy areas, or texture changes, allow for hard to find changes for the player. Either adding in or removing parts from the image will be more effective in areas that the eye is not focusing on. (Remember they should be noticeable, but not super easy)

Good: The object selected is small, but noticeable

Bad: simply smeared the edited image instead of properly using editing tools

Step 4: Place Images in Dreamweaver

Once the images are edited and you have an original and edited image, you will put them into Dreamweaver. The images should be sized appropriately, so that the user can play they game without having to scroll up and down. This means the images should be next to each other, for quick referencing. Once the images are sized appropriately, preview in a browser to ensure the images are aligned properly and sized properly.

Step 5: Linking images

We will be creating 6 links total for this project. You will first begin by placing an area square or circle over one of your edits. The area should be large enough to click on, but not so large that if you click in the general area, you can select it.

Next you will link the area circle or rectangle to an image that says "congrats you found it!" or something along those lines. Any professional, appropriate image will work. If you cannot find an image that you want to use, you can take a picture with your phone or create your own personalized image in Photoshop. You will repeat this process for the remaining edited areas.

Lastly, you will link the edited image to a "sorry that is not correct" type image. Once again, it should be appropriate and professional. This forces the user to have to play the game, rather than simply hovering their mouse around the image and waiting for the mouse icon to change.

Once the links are finished, test the game itself and verify they all work and link it to your portfolio.

Other things to include within the game:

Title- Name your game specific for your image

Directions- Students may browse your portfolio when they are on SHSTECHED, so provide them with detailed instructions on how to play the game, which image is the original.

Structured layout that makes it easier for the player to view the game and play it

Color Scheme- there should be background colors, images. It should not simply be 2 images on a black background, think about images that are seamless.

Footer- Details of who created the game and when.