CHAPTER 3
RESEARCH METHODOLOGY

Data Collection by visiting each location room layout, and building to record the details of the building plan like the room name, building name, and road access in the form of sketches of each room.

The data that has been obtained in the form of rough sketches will be examined again, and then will be sketched fine so that when making it into the code on HTML5 it will be easier to understand the layout of the room and its size.

This study uses Canvas HTML5 as the basis for building plans, and the location of the building which contains detailed names of rooms and navigation using @KEYFRAMES from CSS3 for Animation. Canvas was chosen because it uses a programming language that is designed specifically for drawing like a canvas in general.

The system that will be created is a directional navigation system based on input from the user. For that, it requires user input pages to be able to choose the direction of the destination supported by the system. The appearance is in the form of three options that can later be selected by the user.

After completing the display design, it’s time to create a program a map guide design based on HTML5 and CSS3 as the core of this study. In the stage of making program will be discussed in chapter V.

The final stage of this project is to make a final report that functions as a report for this project and as a journal that this project has been made and as a supporting journal for the next project.