

# CPSC 349: Front-End Web Engineering - Spring 2021

## Homework 1, done by 10 Feb 2021

Work through Chapters 3 (Styles) and ch. 4 (Responsive Layouts with Flexbox) of the textbook, play some games designed to teach you CSS Layout, and publish the result to GitHub.

Complete the following:

1. Work through Chapters 3 and 4, copying files from [front-end-dev-resources.zip](#) into your project as necessary.
2. Confirm that your result matches the Ottergram page shown in [Figure 4.27](#).
3. Play both of the following games through to the final level: 1. [Flexbox Froggy](#) (or [Flexbox Defense](#) as an alternative) AND 2. [Grid Garden](#)
4. Take screenshots of the completed final level of each game you play, and place them in your project's `img/` directory.
5. Update `index.html` to include your screenshots from Step (4) in the `thumbnail-list`.
6. Push the contents of your project into a GitHub repository. If you have completed [Homework 0](#), you can add this assignment as a new set of commits to `ottergram` and push to the same repository.

### Submission

Turn in the code for this homework by uploading your project to a public repository on GitHub. You may discuss this homework assignment with other students, you must complete the work on your own.

To complete your submission, print the following sheet, fill out the spaces below, and submit it to the professor in class by the deadline. Failure to follow the instructions exactly will incur a **10%** penalty on the grade for this assignment.

## CPSC 349 Homework Submission 1, due 10 Feb 2021

Your name: Alexander Bedwell

Repository (print): <https://github.com/>

AlexBedwell / ottergram

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment

Finished	Not finished	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Ottergram page is seen at <a href="http://localhost:3000">http://localhost:3000</a> when browser-sync is running
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The appearance of your Ottergram page matches <b>Figure 4.27</b> in our textbook.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Using Chrome Developer Tools, selecting the otter images on the page highlight the corresponding html code
<input checked="" type="checkbox"/>	<input type="checkbox"/>	HTML, CSS code has been reformatted with the atom-beautify plugin
<input checked="" type="checkbox"/>	<input type="checkbox"/>	No warnings are shown in Visual Studio Code when editing HTML or CSS code.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The Thumbnail list includes screenshots from the two CSS games you played (see homework requirements above)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Your <code>img</code> directory contains a screenshot with the correct answer for <b>Level 24 of Flexbox Froggy</b>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Your <code>img</code> directory contains a screenshot with the correct answer for <b>Level 28 of Grid Garden</b>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The Project directory has been pushed to the above GitHub repository

Comments: The github website has been created for ottergram at <https://alexbedwell.github.io/ottergram/>

Fill out and print this page, and submit it on the day this project is due.