# LAB 13

# SIX-YEAR OLD SIMULATOR

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## Create a simple Angular app that talks. A lot.

- Work in Pairs
- Create a page with four buttons:
    - Words, More Words, Words with Decorations, More word with Decorations
- Each button should do the following:
    - Words - add a word at random from a word list you create
    - Words with Decoration - add a word at random from the list of words with some kind of text decoration (underline, random font color / size, animation)
    - More Words - add a short phrase from a phrase list you create
    - More Words with Decorations - add a phrase at random from the list of phrases with some kind of randomized text decoration
    - Some new features to try to incorporate.
        - `ng-class`, `$interval / $timeout`, `ng-hide / ng-show`,

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## Bonus Points!

- Bonus: Constrain the random-ness of the text decorations to adhere to some level of cohesive design.
- Bonus++: Try to craft the random strings in such a way that they will make a weird kind of sense.
- Double Bonus++: Use an interval to automatically 'press the buttons' on a set timer.
- Super Double Plus Bonus GO! Write a custom filter and use it in your application.

# PRE-GAME