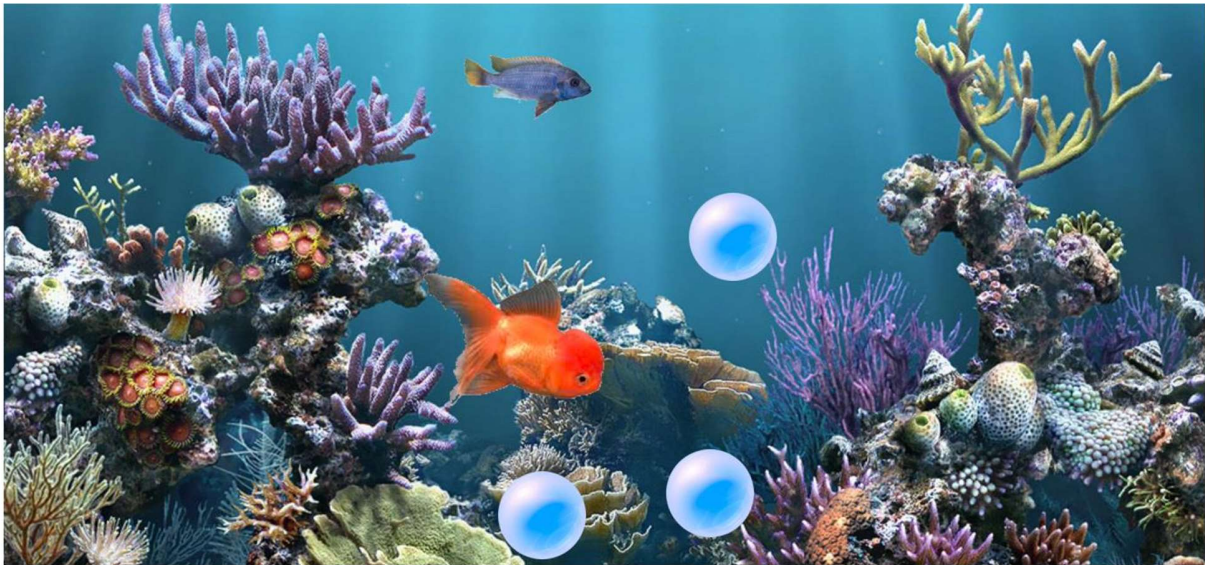


Aquarium

No more yarn; now we will install an aquarium in your browser.

You will be provided the pictures, HTML and CSS files required for the assignment. These should not be modified unless you decide to add upon your solution beyond the basic requirements (please do). Your task is to implement the following functionality in JavaScript to provide behavior and interactivity for the various objects in the aquarium. All implementation must be done using jQuery selectors and functions.



Object: One orange fish

Behavior: Whenever you click somewhere in the aquarium the orange fish should move to that location in a gradual motion. In addition, when you double click on the orange fish, it should increase its size for a few seconds before returning to normal.

Object: One blue fish

Behavior: Whenever you try to move the mouse cursor over the blue fish, it will swiftly move to a random location inside the view of the aquarium.

Object: Both fish

Behavior: When a fish is not otherwise being interacted with, it will slowly move around in random directions on its own. It will never move outside of the aquarium view though.

Object: Three bubbles

Behavior: Each bubble moves into the view of the aquarium from the bottom of the screen and exists in the top. When a bubble moves out of view in the top it will enter anew in the bottom. Where it will enter will be random. In addition, when you click on a bubble, it will disappear in a fading manner, but will immediately after reappear at a random entry point in the bottom of the screen.