

Project 3 Presentation

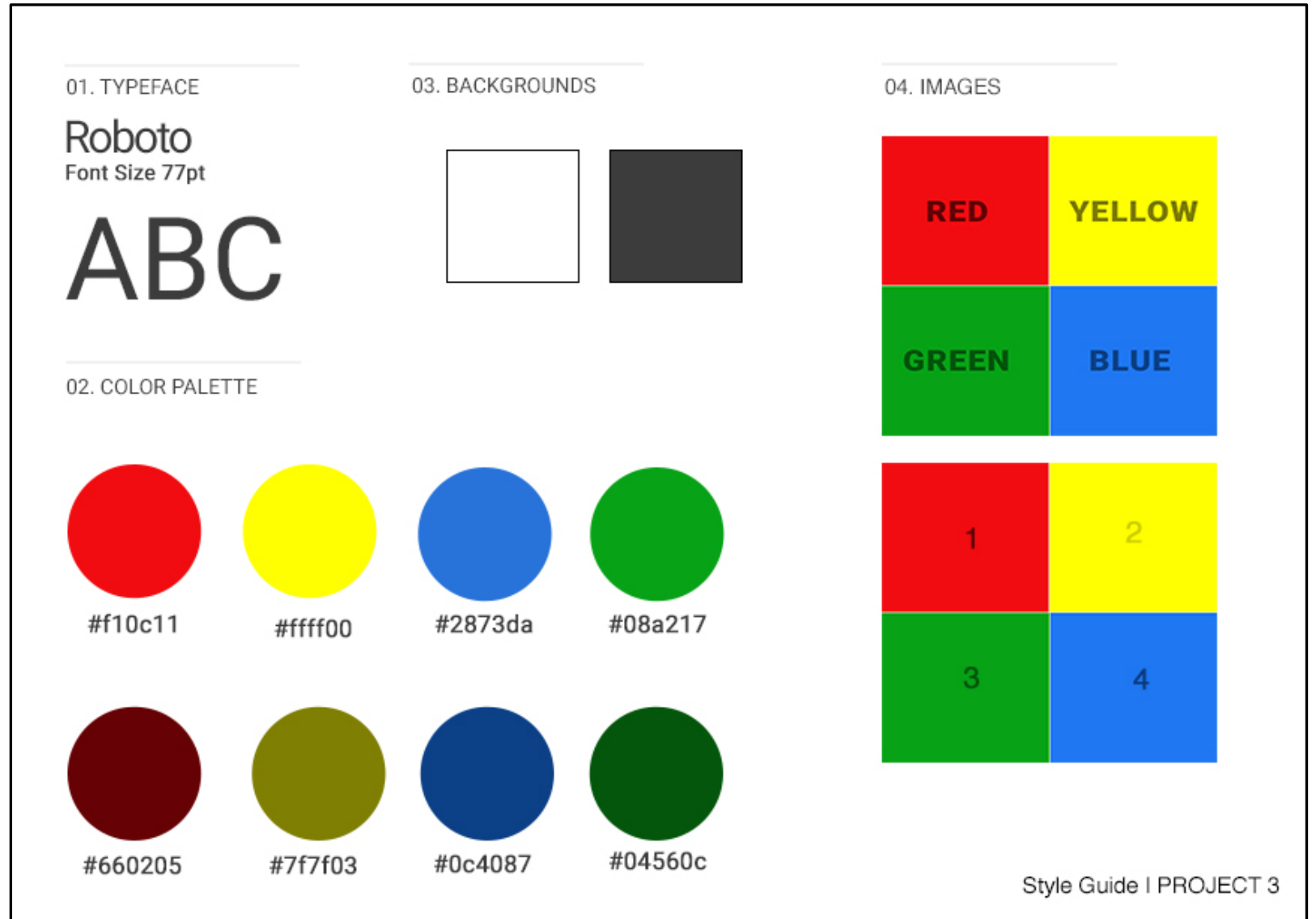
Fortune Teller Game

Fortune Teller Game

- Reveal players fortune by cycling through number and color tabs to get to their fortune
- Using Javascript to code the movement of the number tabs, color tabs and fortune reveal at the end
- CSS transitions to control the speed of the movement
- CSS to style backgrounds, number tabs and color tabs
- HTML5 to add the names of the colors and numbers

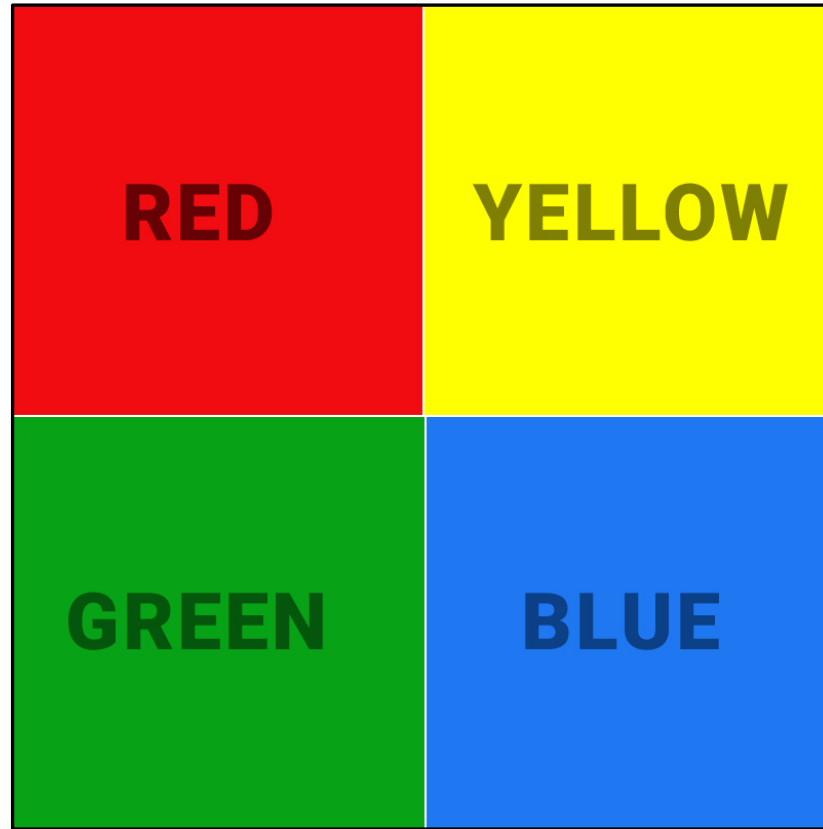
01. P3 Style Guide

- Includes font styles
- Color palette for squares
- Images for fortune teller game background

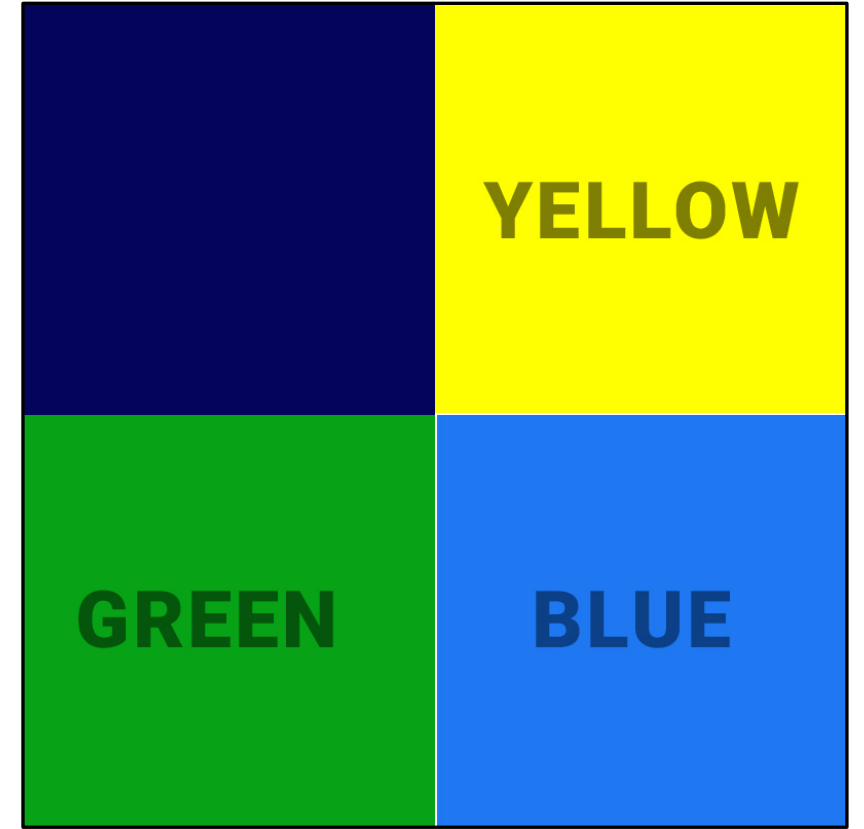


02. Fortune Teller

- User sees color choices
(define variables for colors and numbers)
- User clicks color
- Selected square changes color(event listener, click)
- Game cycles through flash color # number of times (for loop)



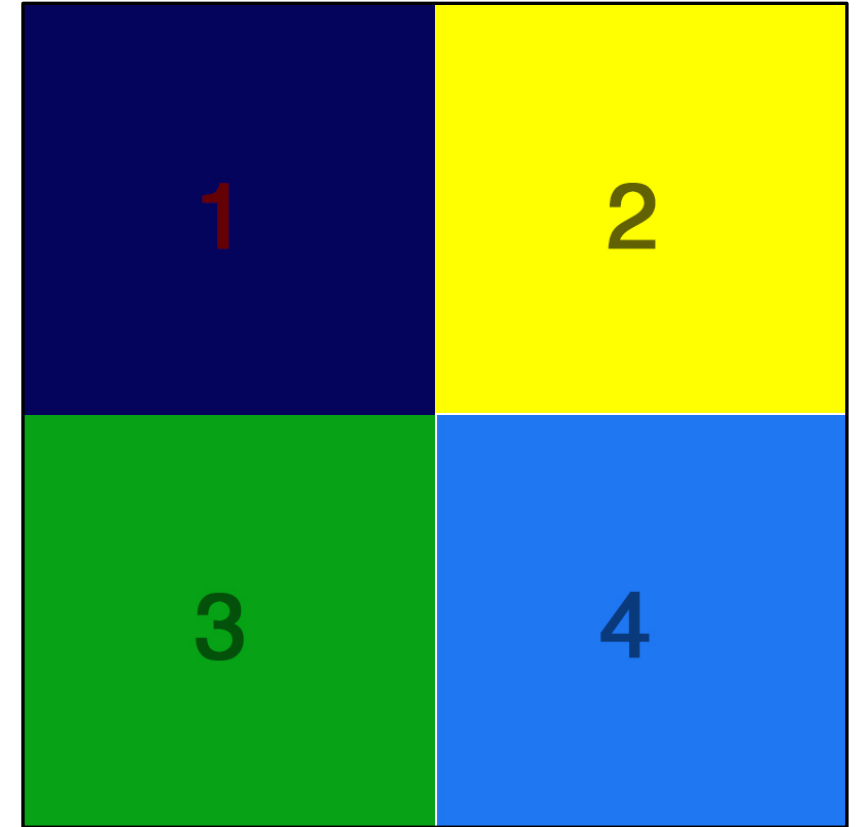
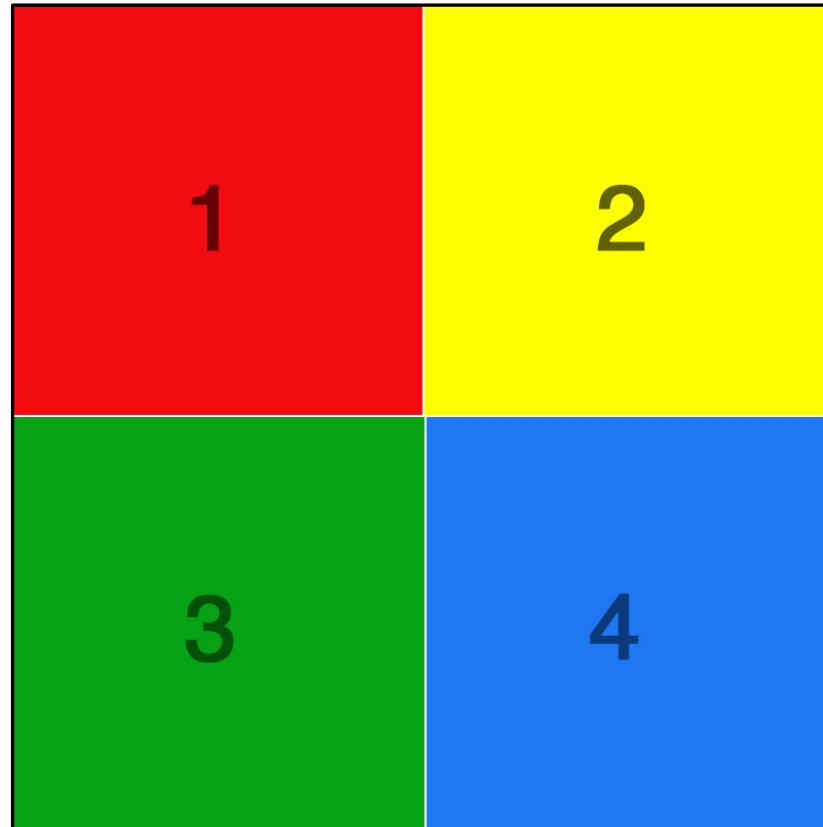
Select a color



Square flashes blue

03. Fortune Teller

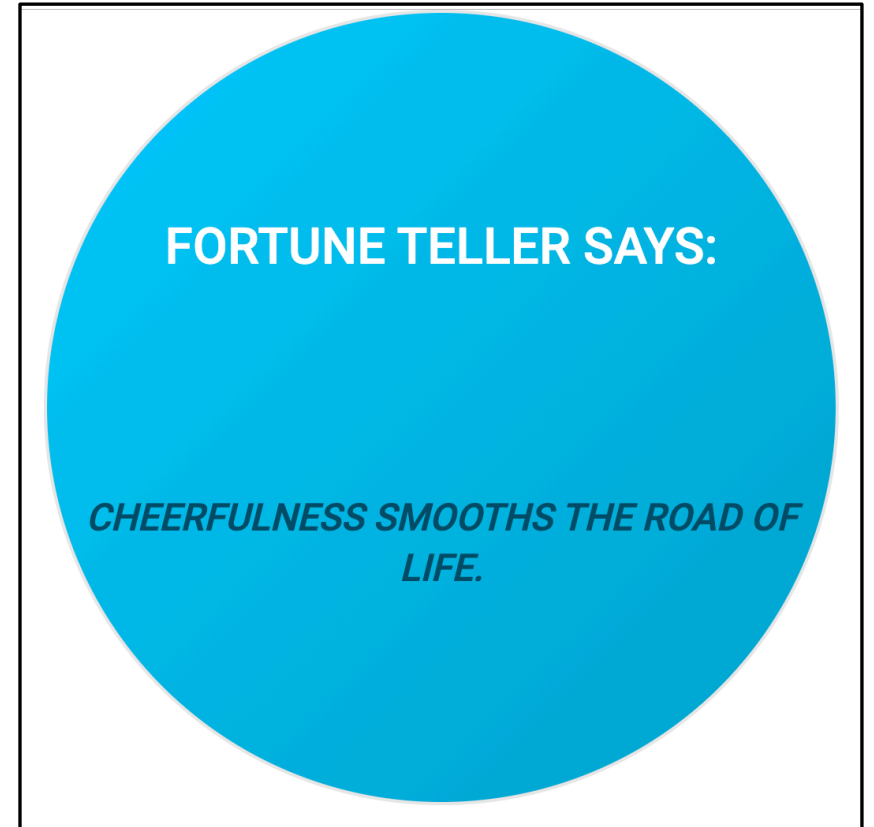
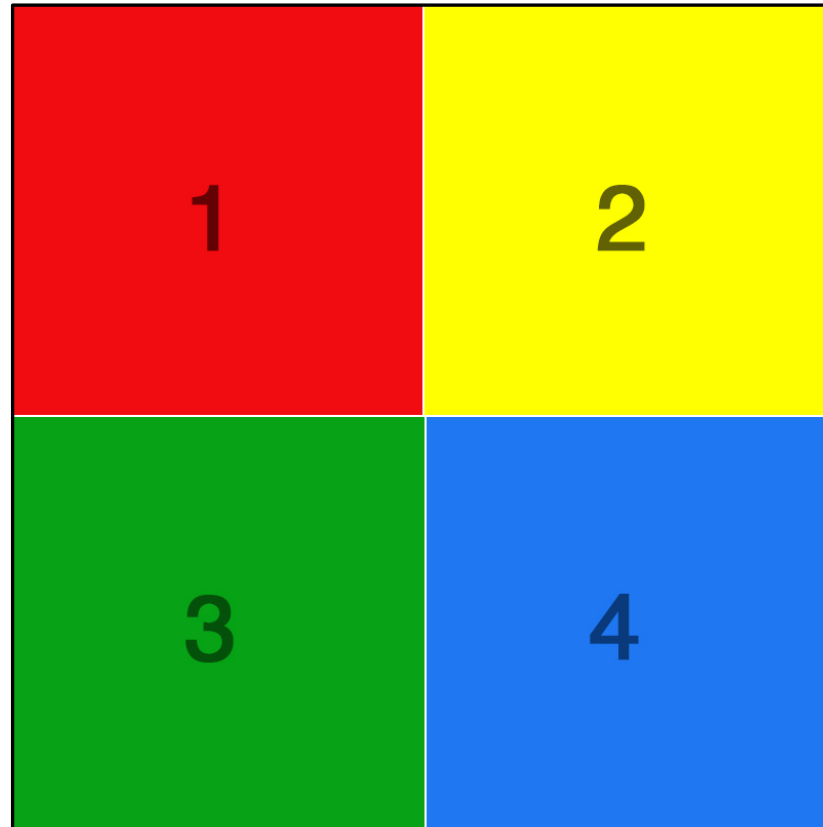
- Stops on numbers
- User sees choices for numbers
- User clicks to select a number (event listener, click)
- Game cycles through flash color # number of times (for loop)



Select a number

04. Fortune Teller

- User clicks to select a number
- Fortune is revealed (2 event listener for click event, css transitions to enlarge and fade circle in for fortune reveal)



Your fortune is revealed

05. JavaScript

- Event Listener for click to begin movement
- setTimeout to wait 1000ms after number or color is selected to begin flash color change
- Const and Let to define variables
- For Loops to continue flashing for # number of times

06. CSS Transitions

- small circle grows to big circle for fortune reveal; fortune fades in
 - Colors and numbers fade in and out
 - When selected, all colors and numbers fade out (1000ms) while the selected number stays solid (1000ms) to identify what number or color was selected.
- Then the movement begins or the fortune is revealed.