# Web Engineering Lab 5

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BESE-4A

* For this lab task, I have used HTML along with embedded and inline CSS and javascript.
* I have used dividers and IDs to design the layout of my web page. The IDs are made inside the <style> tag in <head> using the format:

#ID\_Name{

/\*Whatever attributes you want\*/

}

* I have made a “background” ID for displaying the background with animation. It keeps on moving from right to left so it feels as if the object in front (i.e. the plane) is moving forward.
* A second ID is “plane” with which I have made the plane at its correct position.
* Target attribute has been used so when we click the down button, the coordinates get changed.
* For moving the plane up and down, I have made two buttons of type input namely “UP” and “DOWN”.
* When these buttons are clicked there corresponding functions, click\_down and click\_up, are called and the top of the plane is changed.
* For obstacles I have used 2 birds with animation, which move from right to left.
* When the birds collide with the plane, the game finishes and the birds go to their initial positions and background stops.

Github Link: