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CART 263

Project 1

Joe's Mad Request:

For my first assignment I decided to explore what I can add onto the droppable JQuery elements that we had learned in class 4, my reasoning because I'm still new to javascript and don't fully have a grasp on how it works yet. After attempting to develop a constructor that could load an image for a character had failed, so my intent here was to start somewhere familiar to me and build from there, that way I could get some grasp on how javascript and JQuery works. I wanted to do something that had some humor to it so I explored how pop up menu works and to my surprised it work exactly how I wished it to. I also explored Math random and made heavy use of the if statement so that I can set up a possibility checkers so that what's said in the pop up were never the same at times. I also looked into how to effect the height and width attributes for the img tags so that I can make the horse bigger and bigger when she eats any hay.

My take on the whole Sisyphus scenario was to make it farm related, for example: I used round circular hay bales in the place of the bolder, and the task instead would be to fit a group of bales into the barn instead of rolling them up a hail. However, whenever the player would try to fit them in the barn the bales would be too big to fit inside. The player is then given a clue that the horse on screen can help out in same way. If the player tries to place the horse in the barn first, then farmer joe will get mad and tell the player that he wants the bales in the barn before the horse is. Sadly, it's impossible to get the bails into the barn because there too big, although the player's character has hinted that horse can be used in some way. When the player drags the horse on any of the bails the horse then eats the whole hay bail! As the player makes the horse eat more bails it is then suggested maybe it's the best solution to have all the bales eaten so that it looks like they have been brought in already. This strategy in time makes matters worse as after eating all the bails the horse is then to fat to fit into the barn now. With every attempt to fit the horse into the barn, farmer Joe gives the player hell and shouts at them every single time they try to fit the horse in the barn. Looks like even with all the bails in the horse's stomach, the player can never fit anything into the barn nor satisfied farmer Joe.

The dialogue for farmer joe and the player character is all made using the JQuery pop ups and was super useful for creating humor along side the sound files I pulled from freesounds.org. I will place a link below for every sound I have used for my project.

After completing this project I have discovered that I need to look into how the canvas, constructor and arrays works. These two just confused me when starting out with this assignment and

I realized I need to look into them more for the future. However, what I have taken away here is the understanding of how to call ids from the html files to the Js file, how to update an image's height + width, better understand of the use of the If statement along side Math().random, and how to use jquery pops. I think what I have learned here was a good start for both javascript and JQuery.

Works Cited: sounds

Free Sounds website: <https://freesound.org/>

Below all the account uses with a link to the page where that I took the sounds from.

[shadoWisp:](#)

<https://freesound.org/people/shadoWisp/sounds/269571/>

[AlbertTrep](#)

<https://freesound.org/people/AlbertTrep/sounds/222533/>

<https://freesound.org/people/AlbertTrep/sounds/222535/>

[Mariateresa_garcia](#)

https://freesound.org/people/mariateresa_garcia/sounds/219719/

[Pep_Molina](#)

https://freesound.org/people/Pep_Molina/sounds/220697/

[Xtrgamr](#)

<https://freesound.org/people/xtrgamr/sounds/321971/>

[cloudyeyetavern](#)

<https://freesound.org/people/cloudyeyetavern/sounds/148931/>