

## Web Scripting 1

**Assignment:** 02 – Create a Find Bigfoot App

**Course Value:** 5%

**Due Date:** Before the start of the next class (day 03)

### Assignment Description:

Create an app where the user must find and click on an image of Bigfoot.

### Instructions:

1. Join your team members in a breakout room
  - a. The instructor will assign you to a team
2. Open the “a-02-start” folder located in the "day-02" folder in your text editor of choice
  - a. All the HTML and CSS have been completed for you
  - b. All you need to do is create the JavaScript code and attach it to the "index.html" file
  - c. Consider using the Visual Studio code Live Share extension to facilitate easier collaboration with your code writing
3. Create a "script.js" file and place it inside the "scripts" folder
4. Attach the "script.js" to the "index.html" file
5. Write the JavaScript code that does the following:
  - a. When the user clicks the "Start Bigfoot" button perform the following:
    - i. Show an alert box with the following message
      1. “Find Bigfoot in the forest and click on him”
    - ii. Hide the [instructions] element
      1. Tips:
        - a. The [instructions] element has an id of “instructions”
        - b. Set the style using JavaScript to display none
        - c. Research:
          - i. How to set styles with JavaScript
    - iii. Randomly place Bigfoot somewhere within the [forest] element
      1. Tips:
        - a. The [forest] element has an id of “forest”
        - b. The [Bigfoot] image has an id of “bigfoot”
        - c. The [Bigfoot] image has its display set to none in the CSS file and its position set to absolute
        - d. To position Bigfoot randomly in the forest you need to set Bigfoot’s CSS top, and left properties and change Bigfoot’s display property to block
        - e. Research:
          - i. How to find out the width and height of an element with JavaScript
          - ii. How to generate a random number between two numbers

- b. Once Bigfoot has been randomly placed in the forest do the next steps
- c. When the user finds and clicks on Bigfoot display a confirm box with the following message:
  - i. “Arghhh! You found me. Do you want to play again?”
- d. If the user clicks cancel
  - i. Do nothing
- e. If the user clicks ok
  - i. Unhide the [instructions] element
  - ii. Hide Bigfoot
6. When the above steps are complete do either of the following:
  - a. If you finish during the afternoon lab, show your completed assignment for marking to your instructor or to the lab instructor
  - b. If you finish outside of class time, then go to The Learning Hub and find the drop box for Assignment 02
    - i. Zip up your code
      1. Make sure to include the HTML, CSS and the JavaScript files
    - ii. Upload your code to the drop box
    - iii. In your submission, let your instructor know who all the members of your team were

**Notes:**

- Email me at [Michael.Whyte@bcit.ca](mailto:Michael.Whyte@bcit.ca) or contact me on Slack if you have any questions
- View the included “ws1-a-02-demo.mp4” (found in the "ws1-day-02" folder) to see a demonstration of how this application should run

**Marking Criteria:**

This project will be marked out of 5 and will be marked based on the following criteria:

- |                                     |         |
|-------------------------------------|---------|
| 1) All Instructions followed        | 1 mark  |
| 2) All Technical Specifications Met | 4 marks |

**Total: 5 marks**

**Late Penalty**

- Late submissions will receive a **2-mark penalty**. If you are late, the maximum mark you can receive is 3 / 5 on this assignment