

# Assignment 3

## Responsive Web Design



# Pop Quiz



# Assignment 3



**NOT a part of SEP1**

# Working on assignment 3

- You have 2 hours with me
  - I will help you as much as we can
  - Solving the jQuery exercises from last time will help a lot too
  - I will answer questions on email (be specific when you ask questions)

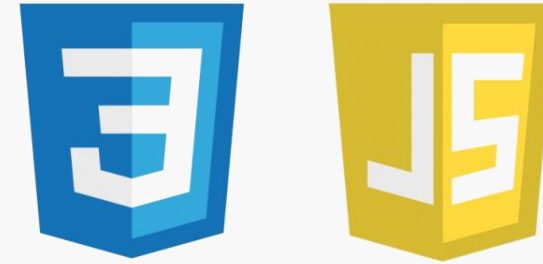
# Deadline and hand in



- Deadline can found on itslearning for your class
- Handin in WISEflow
  - Upload a blank .pdf file or the description of the assignment
  - Upload a .zip file of your project as supplementary material
  - **Don't be late!**
- I will then approve the assignment (if it is worthy) as part of the requirements for attending the exam in RWD

# The rules

- All implementation must be done using jQuery selectors and functions
- ALL functionality must be implemented for approval of the assignment
- You are allowed to add more elements and functionality to your garden



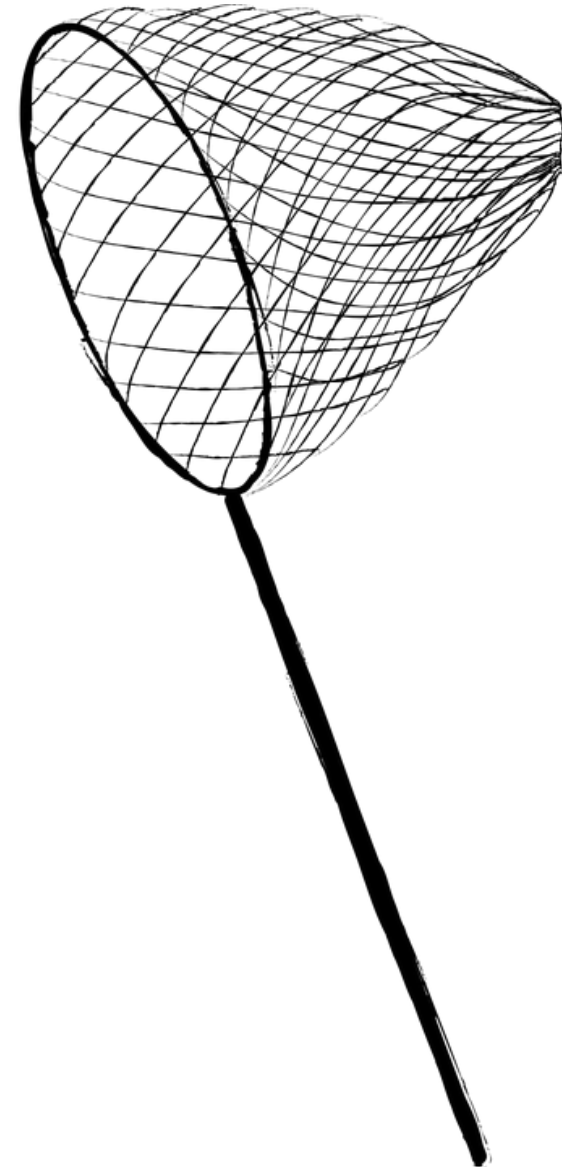
```
$(window).on("keydown", function (event) {  
    var redX = $("#redBoxId").offset().left;  
    var redY = $("#redBoxId").offset().top;  
    switch (event.keyCode) {  
        case 37:  
            redX--;  
            break;  
        case 39:  
            redX++;  
            break;  
        case 38:  
            redY--;  
            break;  
        case 40:  
            redY++;  
            break;  
    }  
    $("#redBoxId").offset({top: redY, left: redX});  
});
```

# Garden - Demonstration



# Net

- **Moving** your cursor around in the garden makes the net follow you.





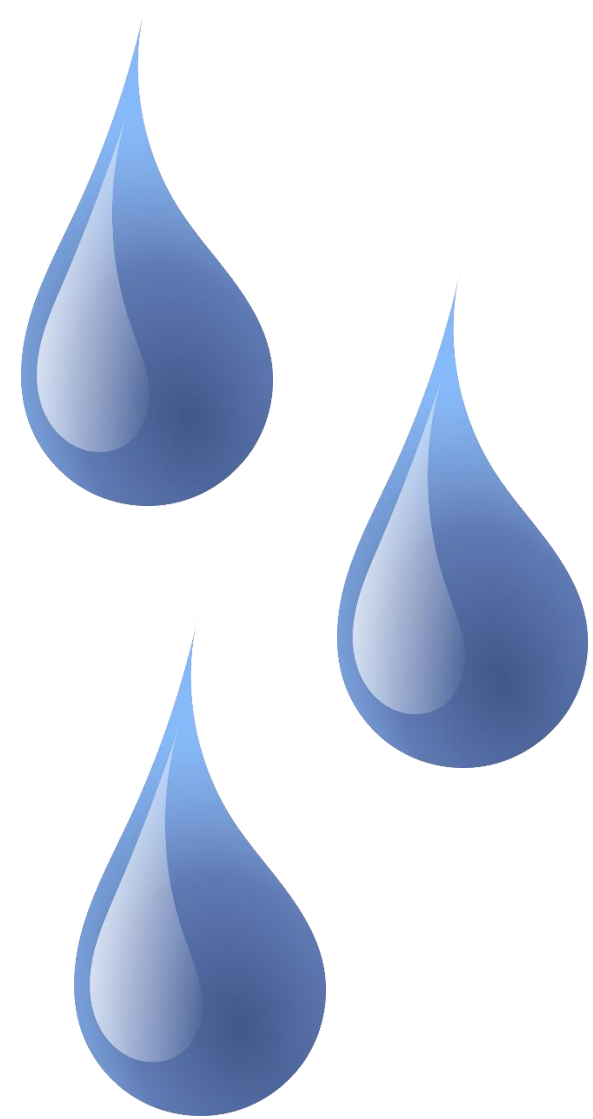
# Blue butterfly

- Whenever you **try to move the mouse cursor** over the blue butterfly, it will swiftly move to a random location inside the view of the garden
- When the butterfly is not otherwise being interacted with, it will **slowly move around in random directions** on its own



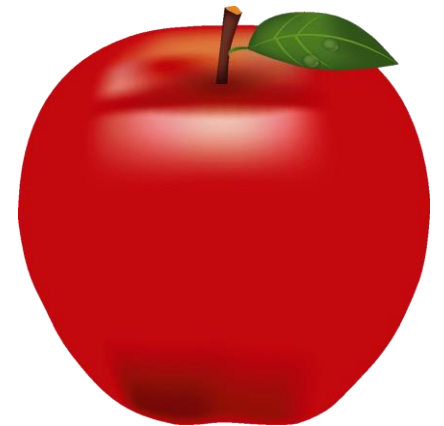
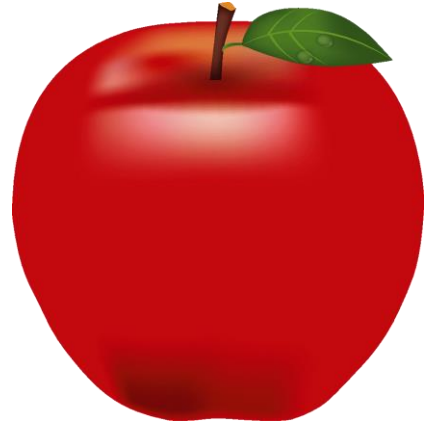
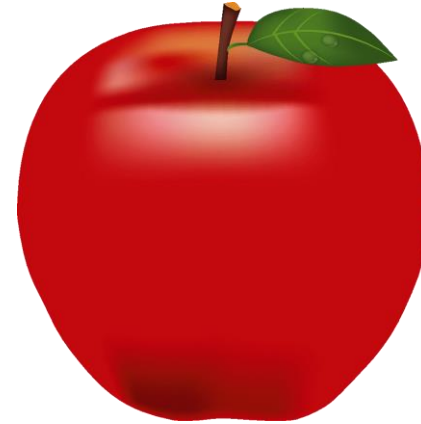
# Three waterdrops

- Each water drop **moves out of the view** of the garden from the tip of the watering can and **exits in the bottom**
- Waterdrops move downwards in a **straight line**
- When a waterdrop moves out of view in the bottom it will enter anew in the tip of the watering can (but in a slightly **different/random position** from it's last starting point)



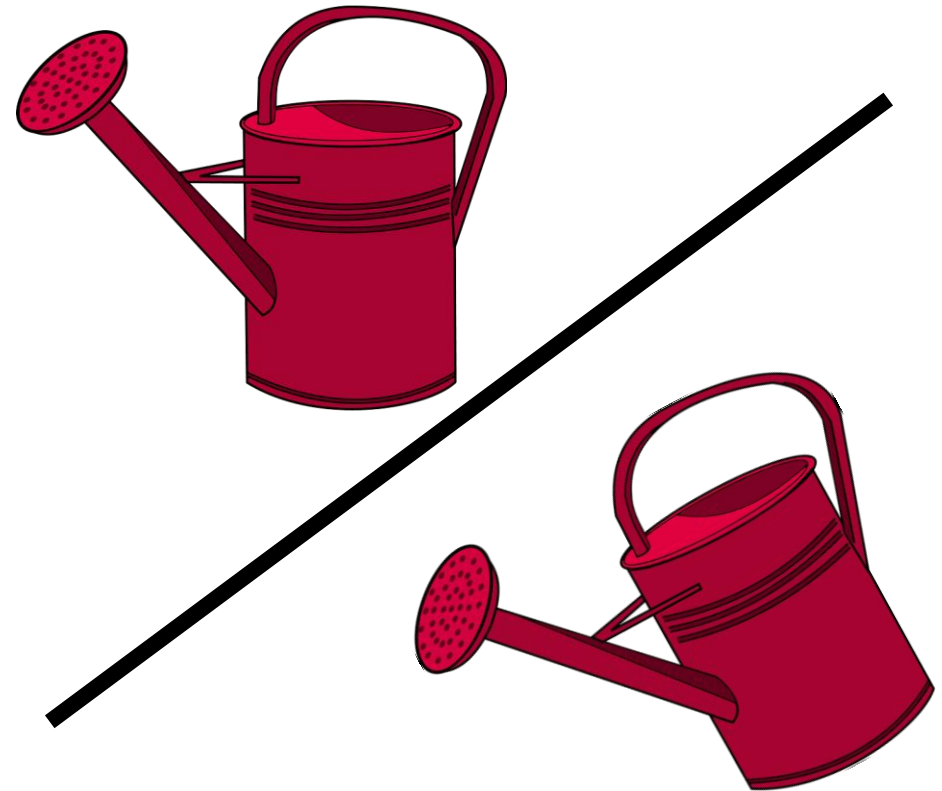
# Apples

- When loading the page, three apples **randomly appear within the crown of the tree**
- When **clicking** the apples, the apples are placed **inside the basket**
- Apples move in a **straight line** towards the basket.



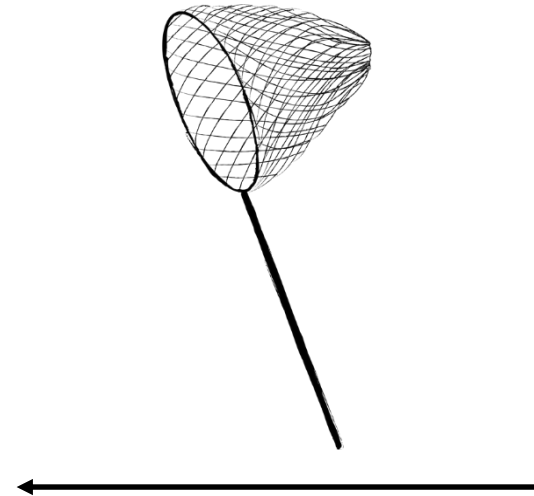
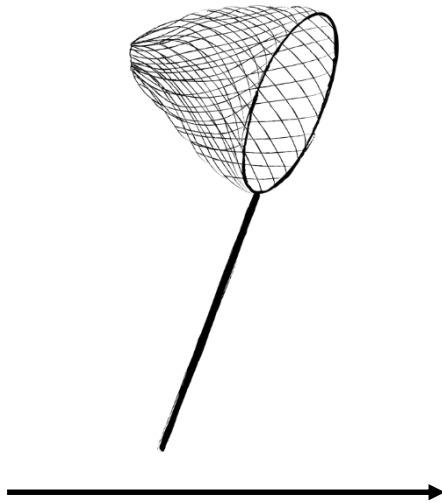
# Watering can

- When **clicked**, the watering can alternates between **tilted** and **normal position**
- When **in tilted position** the wateringcan pours water
- When **untilted**, watering can **stops pouring** water. Water already poured from can finishes (exits at bottom)



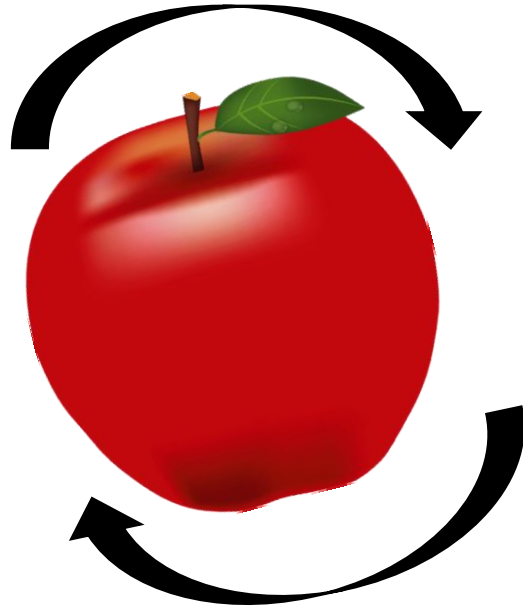
# Suggested extra functionality

- Flipping the net according to the movement direction



# Suggested extra functionality

- Make the apples wiggle a little before they are plucked from the tree



# Suggested extra functionality

- Get creative!

...maybe add a user-controlled worm?

...implement daylight cycle? (what happens at night???)

<p id="fun"> Have fun &#9786; </p>

## Programmers while coding

**It doesn't work...why?**



**It works...why?**

