27/6/2019

javascript - ADVANCED

# Create floating scary cards

## On click “generate”. button:

### Generate scary cards in random locations on the page

### Add main button to set all cards with a class method (calling the class method ) new location set the x / y position and then draw again ( button will generate the new location)

### Add buttons to each card , NOT BASED on a class method try to move the cards around, down up left and right

### Try to add a selectable card, and then move only the selected card around , based on monster move method and arrow keys,

### Arrow: Slight curveArrow: Rotate rightArrow: StraightArrow: Clockwise curve

## Add a prototype function to all of your objects in the system-> call the function “len”

### The function will return the number of keys on objects

### For example : a = { a:2,b:2,c:3 }

### Result of len on a , a.len => 3