Task 1

Complete.

Task 2

```
// --Functions--
function walkAway () {
    if (playerlocation = "the Aspen Forest") {
        $('#debugOutput').html("Wandering")
        playerlocation = "the Light Arrays";
        inhabitants = ["LIGHT ARRAY CREATURES", "BOUNDARYMEN"];
        $("BODY").css("background-image", "url(" + bgImages[1] + ")");
    }
    else {
        playerlocation = "the Aspen Forest";
        inhabitants = ["YOU", "LIGHT ARRAY CREATURES", "BOUNDARYMEN", "HANK", "LAHDI"];
        $("BODY").css("background-image", "url(" + bgImages[0] + ")");
    }
}
```

Refactor to switch statement, for further expansion later. Also, fixes the function that was broken previously; an = in place of a ==.

```
63
64    // --Functions--
65    function walkAway () {
66        switch (playerlocation) {
67            case "the Aspen Forest":
68                playerlocation = "the Light Arrays";
69                inhabitants = ["LIGHT ARRAY CREATURES", "BOUNDARYMEN"];
70                $("BODY").css("background-image", "url(" + bgImages[1] + ")");
71            case "the Light Arrays":
72                playerlocation = "the Aspen Forest";
73                inhabitants = ["YOU", "LIGHT ARRAY CREATURES", "BOUNDARYMEN", "HANK",
74                $("BODY").css("background-image", "url(" + bgImages[0] + ")");
75        }
76    };
```

Before:

```
59    let charimages = [
60        '../images/hank.png',
61        '../images/lahdi.png',
62        '../images/boundaryman.png',
63        '../images/lac.png',
64    ]
65
```

```javascript
// Aspen Forest
if (playerlocation == "the Aspen Forest") {
    $("#imgOutput1").html("<img id= 'hank' src='" + charimages[0] + "'>")
    $("#imgOutput2").html("<img id= 'lahdi' src='" + charimages[1] + "'>")
    $("#output1").html(introduceCharacter(hankCharacter));
    $("#output2").html(introduceCharacter(lahdiCharacter));
    currentCharacters = [hankCharacter, lahdiCharacter]
    $("#outputDescription").html(quotes[0])
}

//Light Arrays
else if (playerlocation == "the Light Arrays") {
    $("#imgOutput1").html("<img id= 'boundaryman' src='" + charimages[2] + "'>")
    $("#imgOutput2").html("<img id= 'lac' src='" + charimages[3] + "'>")
    $("#output1").html(introduceCharacter(boundarymenCharacter));
    $("#output2").html(introduceCharacter(lacCharacter));
    currentCharacters = [boundarymenCharacter, lacCharacter]
    $("#outputDescription").html(quotes[1])
};
```

After:

```javascript
// Objects
let hankCharacter = {
    name: "Hank",
    species: "Semi-robotic biped",
    height: 10,
    fav_colour: "Blue",
    pronoun_subject: "He",
    pronoun_possessive: "His",
    dialogue: "Blurp!",
    html_display: `<img id= 'hank' src='../images/hank.png'>`
};

let lahdiCharacter = {
    name: "Lahdi",
    species: "Human(?)",
    height: 5.4,
    fav_colour: "Green",
    pronoun_subject: "She",
    pronoun_possessive: "Her",
    dialogue: "Hello.",
    html_display: `<img id= 'lahdi' src='../images/lahdi.png'>`
};

let lacCharacter = {
    name: "Light Array Creature",
    species: "Light Array Creature",
    height: "N/A",
    fav_colour: "beyond human perception",
    pronoun_subject: "It",
    pronoun_possessive: "Its",
    dialogue: "*&%&*(^&**??",
    html_display: `<img id= 'lac' src='../images/lac.png'>`
}

let boundarymenCharacter = {
    name: "Boundaryman",
    species: "Boundaryman",
    height: 17,
    fav_colour: "Seafoam Teal",
    pronoun_subject: "It",
    pronoun_possessive: "Its",
    dialogue: "...",
    html_display: `<img id= 'boundaryman' src='../images/boundaryman.png'>`
}
```
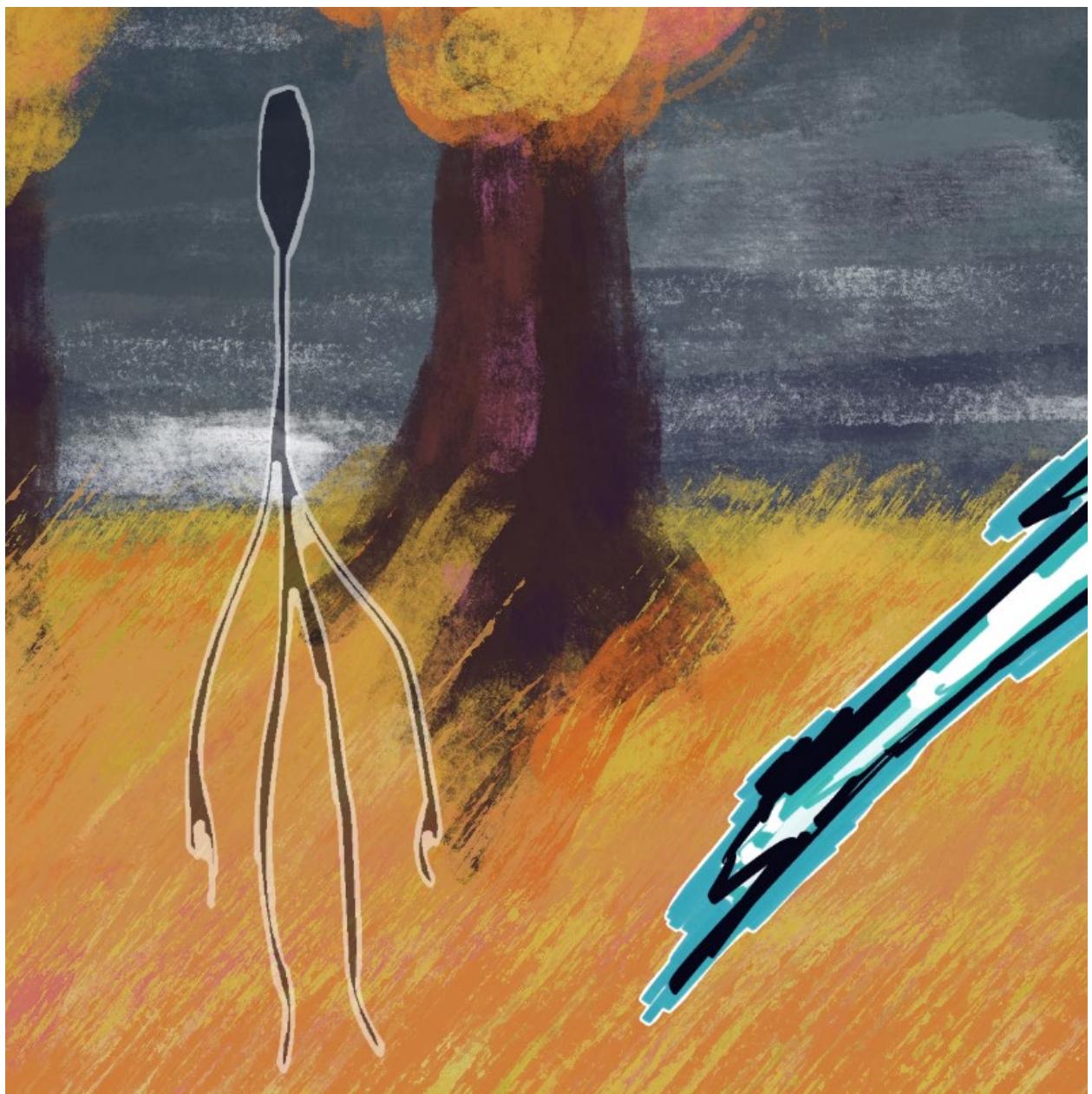
HTML goes into character objects.

```
 4        $("#outputInhabitants").html(introductionInhabitants);
 5
 6        // Location Matcher
 7  ∨     switch(playerlocation) {
 8  ∨         case "the Aspen Forest":
 9                 currentCharacters = [hankCharacter, lahdiCharacter]
10                 $("#outputDescription").html(quotes[0])
11  ∨         case "the Light Arrays":
12                 currentCharacters = [boundarymenCharacter, lacCharacter]
13                 $("#outputDescription").html(quotes[1])
14        }
15
16        $("#imgOutput1").html(currentCharacters[0].html_display)
17        $("#imgOutput2").html(currentCharacters[1].html_display)
18        $("#output1").html(introduceCharacter(currentCharacters[0]));
19        $("#output2").html(introduceCharacter(currentCharacters[1]));
20
21    };
```

Okay. Not *quite* right. Let's swap these bozos around.

```
 5        // Location Matcher
 6 ⌄      switch(playerlocation) {
 7 ⌄          case "the Aspen Forest":
 8                  currentCharacters = [hankCharacter, lahdiCharacter];
 9                  $("#outputDescription").html(quotes[0])
10                  console.log(currentCharacters)
11                  break;
12 ⌄          case "the Light Arrays":
13                  currentCharacters = [boundarymenCharacter, lacCharacter];
14                  $("#outputDescription").html(quotes[1])
15                  console.log(currentCharacters)
16                  break;
17 ⌄          default:
18                  currentCharacters = []
19                  console.log(currentCharacters)
20                  break;
21          };
22
23          $("#imgOutput1").html(currentCharacters[0].html_display)
24          $("#imgOutput2").html(currentCharacters[1].html_display)
25          $("#output1").html(introduceCharacter(currentCharacters[0]));
26          $("#output2").html(introduceCharacter(currentCharacters[1]));
27
28      };
```

Forgot break statements. Anyways, that eliminated an entire variable and condensed a LOT of code!

Unfortunately at this point I realize I've refactored 60% of the code by document size, and I don't really have anything else I can do here. This might not 100% count, but I optimized the code for the creature to make my shapes less hard-coded.

```
17   / Prepares HTML for a single creature, but does not add to page.
18   unction renderCreature(creature) {
19       let crEyesHTML = "";
20       let possibleBodies = {
21           "Circle": 'ellipse rx="50" ry="50" cx="50" cy="50"',
22           "Triangle": 'polygon points="50,10 100,100 0,100"',
23           "Square": 'rect width="100" height="100"'
24       };
25
26       for (let i = 0; i < creature.eyesNum; i++) {
27           crEyesHTML += "<div class='eye'>.</div>"
28       }
29       const html = `
30       <div class = "creature">
31       <div class = "creature-body" style = "background: ${creature.colour}">
32       ${crEyesHTML}
33       </div><br>
34       ${restraints}<${possibleBodies[creature.bodyShape]}  style="fill:${creature.colo
35       <div class = "creature-info">❤
36       ${creature.name}</div>
37       </div>
38       `;
39       return html;
40   ;
41
42   / Randomize.
```

I don't have a 'before' picture, because I did this for fun during class.

Task 3

https://natashamakani.github.io/ART101New/