

## Task 1

### Lab 7



Waiting...

### Lab 7



You clicked me! 🍄🍄

## Lab 7



You're close... 🙄

## Lab 7



You woke me up!! 😬

## Lab 7



You pressed: k

# Lab 7

Rename

You're close... 🧐



## Task 2


This page says

Hello.

OK

"For years, each night I've fallen asleep, there has been a chance of finding a new world, a place that was as consistent each time I'd visit. Across several nights of effort, I found a place that was as uncanny yet persistent environment that stayed mostly the same."

"I'd like invite you to join me now, to explore it together."



This is Hank. He is a Semi-robotic biped, standing at 10 feet.  
His favourite colour is: Blue

This is Lahdi. She is a Human(?), standing at 5.4 feet.  
Her favourite colour is: Green

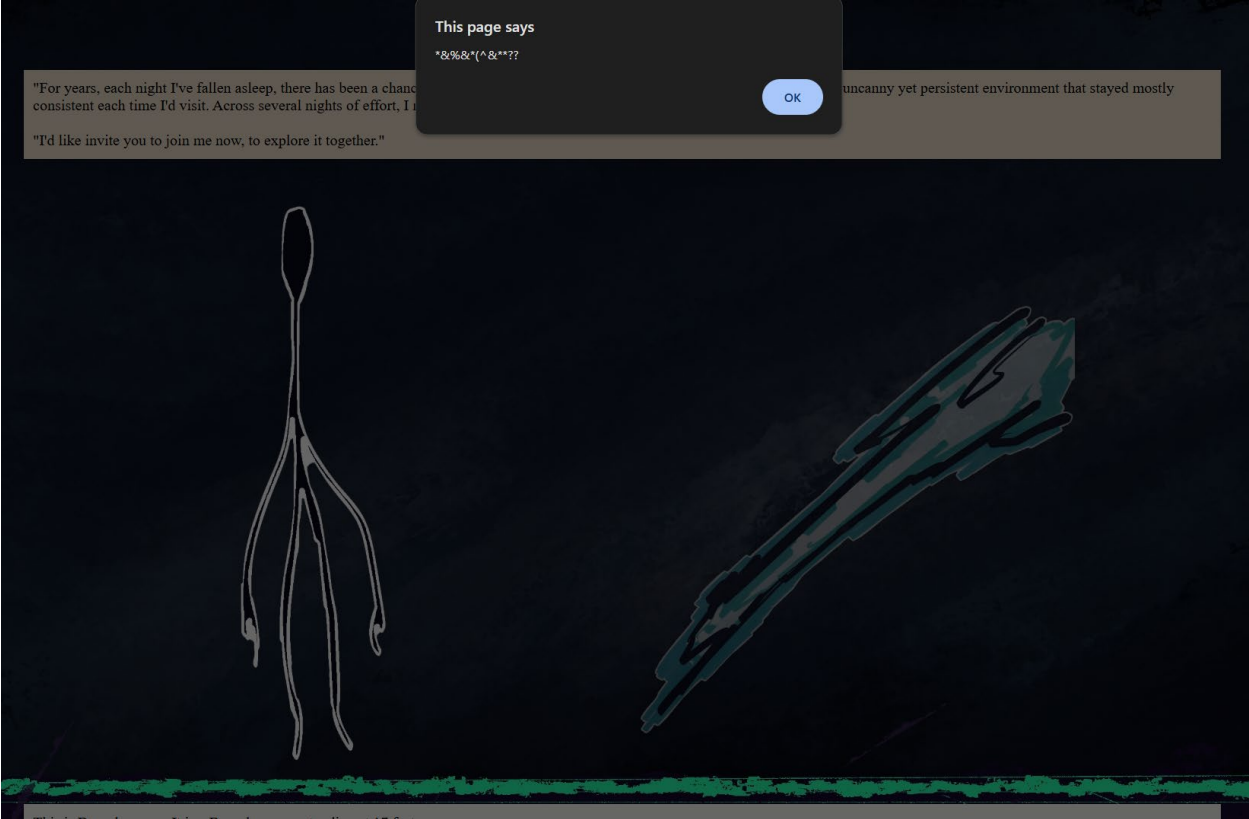
Plenty of strange beings inhabit these lands. They're quite bizarre, forgive the depths of my unconscious for that. This one is named Hank. I don't know what he is, but he looks quite goofy. The other is Lahdi, a librarian and cartographer.

You are currently standing in the Aspen Forest

Within the Aspen Forest, the following inhabitants may be found:

YOU, LIGHT ARRAY CREATURES, BOUNDARYMEN, HANK, LAHDI,

[Wander away...](#)



```

1  <!doctype html>
2  <html xmlns="http://www.w3.org/1999/xhtml" lang="en-EN">
3
4      <head>
5          <!-- All techy stuff goes here, inside HEAD -->
6          <meta charset="UTF-8">
7          <meta name="viewport" content="width=device-width, initial-scale=1.0">
8          <!-- Overall title of your page -->
9          <title>Natasha's Inner World</title>
10         <!-- Link to external CSS file -->
11         <link href="env06.css" rel="stylesheet" type="text/css" />
12         <!-- jQuery library -->
13         <script src="https://code.jquery.com/jquery-3.7.1.min.js"></script>
14         <!-- Link to external JavaScript file -->
15         <script src="env06.js" defer></script>
16     </head>
17
18     <body>
19
20         <!-- Introduction -->
21         <!-- <div id="output" class = "output"></div> -->
22         <!-- <div id="debugOutput" class="character-introduction"></div> -->
23         <p>
24             "For years, each night I've fallen asleep, there has been a chance I find myself dr
25             It was a strange, uncanny yet persistent environment that stayed mostly consistent
26             <br><br>
27             "I'd like invite you to join me now, to explore it together."
28         </p>
29
30         <!-- Images -->
31         <div class="flex-container">
32             <div id="imgOutput1"></div>
33             <div id="imgOutput2"></div>
34         </div>
35         <div class="flex-container"></div>
36         <div id="output1" class="character-introduction"></div>
37         <div id="output2" class="character-introduction"></div></div>
38     </div>
39
40
41     <!-- Location Context -->
42     <div id="outputDescription"></div>
43     <div id="outputLocation" class="location-details"></div>
44     <div id="outputInhabitants" class="location-details"></div>
45     <button id="Wander">Wander away...</button><br>
46 </body>
47
48
49 </html>

```

```

4 // Array
5 let inhabitants = ["YOU", "LIGHT ARRAY CREATURES", "BOUNDARYMEN", "HANK", "LAHDI"];
6 let currentCharacters = []
7
8 // Objects
9 let hankCharacter = {
10     name: "Hank",
11     species: "Semi-robotic biped",
12     height: 10,
13     fav_colour: "Blue",
14     pronoun_subject: "He",
15     pronoun_possessive: "His",
16     dialogue: "Blurp!"
17 };
18
19 let lahdiCharacter = {
20     name: "Lahdi",
21     species: "Human(?)",
22     height: 5.4,
23     fav_colour: "Green",
24     pronoun_subject: "She",
25     pronoun_possessive: "Her",
26     dialogue: "Hello."
27 };
28
29 let lacCharacter = {
30     name: "Light Array Creature",
31     species: "Light Array Creature",
32     height: "N/A",
33     fav_colour: "beyond human perception",
34     pronoun_subject: "It",
35     pronoun_possessive: "Its",
36     dialogue: "*&%&*(^&**??"
37 }
38
39 let boundarymenCharacter = {
40     name: "Boundaryman",
41     species: "Boundaryman",
42     height: 17,
43     fav_colour: "Seafoam Teal",
44     pronoun_subject: "It",
45     pronoun_possessive: "Its",
46     dialogue: "..."
47 }
48

```

```

7 function applyOutput () {
8
9     // Location
10    let introductionLocation = "You are currently standing in " + playerlocation;
11    $("#outputLocation").html(introductionLocation);
12
13    // Inhabitants
14    let introductionInhabitants = "Within " + playerlocation +
15    ", the following inhabitants may be found: <br><br>";
16    inhabitants.forEach(item => (introductionInhabitants += (item + ", ")))
17    $("#outputInhabitants").html(introductionInhabitants);
18
19
20    // Aspen Forest
21    if (playerlocation == "the Aspen Forest") {
22        $("#imgOutput1").html("<img id= 'hank' src='" + charimages[0] + "'>")
23        $("#imgOutput2").html("<img id= 'lahdi' src='" + charimages[1] + "'>")
24        $("#output1").html(introduceCharacter(hankCharacter));
25        $("#output2").html(introduceCharacter(lahdiCharacter));
26        currentCharacters = [hankCharacter, lahdiCharacter]
27        $("#outputDescription").html(quotes[0])
28    }
29
30    //Light Arrays
31    else if (playerlocation == "the Light Arrays") {
32        $("#imgOutput1").html("<img id= 'boundaryman' src='" + charimages[2] + "'>")
33        $("#imgOutput2").html("<img id= 'lac' src='" + charimages[3] + "'>")
34        $("#output1").html(introduceCharacter(boundarymenCharacter));
35        $("#output2").html(introduceCharacter(lacCharacter));
36        currentCharacters = [boundarymenCharacter, lacCharacter]
37        $("#outputDescription").html(quotes[1])
38    };
39 }

```

```
13     });  
14  
15     $("#imgOutput1").hover(function(){  
16         $(this).css("opacity", 0.5)  
17     }, function(){  
18         $(this).css("opacity", 1)  
19     });  
20  
21     $("#imgOutput1").dblclick(function() {  
22         alert(currentCharacters[0].dialogue)  
23     });  
24  
25     $("#imgOutput2").hover(function(){  
26         $(this).css("opacity", 0.5)  
27     }, function(){  
28         $(this).css("opacity", 1)  
29     });  
30  
31     $("#imgOutput2").dblclick(function() {  
32         alert(currentCharacters[1].dialogue)  
33     });  
34
```

environ > # env06.css > BODY

```
1  ∨ BODY {
2      background: #f5e4a1;
3      padding: 50px;
4      background-size: cover;
5      background-attachment: fixed;
6      background-repeat: no-repeat;
7  }
8
9  ∨ p {
10     background-color: #eddeca;
11     padding: 10px;
12     border: 4px;
13     border-color: #bc8a1d;
14 }
15
16 ∨ #hank {
17     width: 300px;
18 }
19
20 ∨ #lahdi {
21     width: 250px;
22 }
23
24 ∨ #lac {
25     width: 500px;
26 }
27
28 ∨ #boundaryman {
29     width: 300px;
30 }
31
32 ∨ .flex-container {
33     display: flex;
34     flex-direction : row;
35     justify-content: space-evenly;
36     flex-wrap: nowrap;
37     align-items: flex-end;
38 }
39
40 ∨ .character-introduction {
41     background-color: #ffffef9;
42     padding: 10px;
43     border: 4px;
44     border-color: #bc8a1d;
45 }
46
47 ∨ .location-details {
48     background-color: #edd4ca;
49     padding: 10px;
50     border: 4px;
51     border-color: #bc8a1d;
```

### Task 3

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

### Task 4

1.

Like usual, I had no issues with Task 1. I followed the directions, and everything worked!

2.

I wanted to add dialogue, so I figured I could use the alert system and tie it into the dblclick event since that's not one I've used before on the page. I'll probably refactor it to display elsewhere eventually.

3.

Luna and I sent updates and shared pages as usual. Neither one of us needed the other's help for this lab- either it's simple, or we're both getting better at working with code. I would like to believe the latter!