Task 1

```html
labs > lab5 > <> lab05.html > ⬦ html
 1   <!DOCTYPE html>
 2   <html lang="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, init:
 8       <!-- Overall title of your page -->
 9       <title>Lab 5</title>
10       <!-- Link to external CSS file -->
11       <link rel="stylesheet" href="lab05.css">
12       <!-- jQuery library -->
13       <script src="https://code.jquery.com/jquery-3.7.1.min.j:
14       <!-- Link to external JavaScript file -->
15       <script src="lab05.js" defer></script>
16   </head>
17
18   <body>
19       <!-- Main content goes here, inside BODY -->
20       <h1>Lab 5</h1>
21       <button id="good-button">Click and guess</button>
22       <div id="output"></div>
23   </body>
24
25   </html>
```

Lab 5

Click and guess

```javascript
labs > lab5 > JS lab05.js > ...
 1   function askNumber(whatNumber) {
 2       let userNumber = prompt("Guess 1-10?");
 3
 4       if (userNumber == whatNumber) {
 5           $("#output").html("You got it!");
 6       }
 7       else {
 8           $("#output").html("Noooooope");
 9       }
10   }
11
12   $("#good-button").click(function () {
13       askNumber(5);
14   });
```

Lab 5

Click and guess

This page says

Guess 1-10?

[   ]

OK   Cancel

Let variable = prompt("Guess 1-10") reminds me a lot of Python's variable = input("Guess 1-10"), which really helps me understand what's going on. In terms of formatting and style, I'm pretty close to the lecture- though I have my particular way of making things clean and look nice.

Task 2

```css
BODY {
    background: #f5e4a1;
    padding: 50px;
    background-size: cover;
    background-attachment: fixed;
    background-repeat: no-repeat;
}

p {
    background-color: #eddeca;
    padding: 10px;
    border: 4px;
    border-color: #bc8a1d;
}
```

```css
    width: 300px;
}

#lahdi {
    width: 250px;
}

#lac {
    width: 500px;
}

#boundaryman {
    width: 300px;
}

.flex-container {
    display: flex;
    flex-direction : row;
    justify-content: space-evenly;
    flex-wrap: nowrap;
    align-items: flex-end;
}

.character-introduction {
    background-color: #fffef9;
    padding: 10px;
    border: 4px;
    border-color: #bc8a1d;
}

.location-details {
    background-color: #edd4ca;
    padding: 10px;
    border: 4px;
    border-color: #bc8a1d;
}
```

```js
1   // Variable
2   let playerlocation = "the Aspen Forest";
3
4   // Array
5   let inhabitants = ["YOU", "LIGHT ARRAY CREATURES", "BOUNDARYMEN", "HANK", "LAHDI"];
6
7   // Objects
8   let hankCharacter = {
9       name: "Hank",
10      species: "Semi-robotic biped",
11      height: 10,
12      fav_colour: "Blue",
13      pronoun_subject: "He",
14      pronoun_possessive: "His",
15  };
16
17  let lahdiCharacter = {
18      name: "Lahdi",
19      species: "Human(?)",
20      height: 5.4,
21      fav_colour: "Green",
22      pronoun_subject: "She",
23      pronoun_possessive: "Her",
24  };
25
26  let lacCharacter = {
27      name: "Light Array Creature",
28      species: "Light Array Creature",
29      height: "N/A",
30      fav_colour: "beyond human perception",
31      pronoun_subject: "It",
32      pronoun_possessive: "Its",
33  }
34
35  let boundarymenCharacter = {
36      name: "Boundaryman",
37      species: "Boundaryman",
38      height: 17,
39      fav_colour: "Seafoam Teal",
40      pronoun_subject: "It",
41      pronoun_possessive: "Its",
42  }
43
44  let quotes = [
45      "<p> Plenty of strange beings inhabit these lands. They're quite bizarre, forgive the de
46      "<p> The light arrays... I try not to go out here. It always felt like I didn't belong.
47  ]
48
```

```javascript
48
49 ∨ let bgImages = [
50       '../images/img_env01_bg.png',
51       '../images/img_env02_bg.png',
52   ]
53
54 ∨ let charimages = [
55       '../images/hank.png',
56       '../images/lahdi.png',
57       '../images/boundaryman.png',
58       '../images/lac.png',
59   ]
60
61   // --Functions--
62 ∨ function walkAway () {
63 ∨     if (playerlocation = "the Aspen Forest") {
64           $('#debugOutput').html("Wandering")
65           playerlocation = "the Light Arrays";
66           inhabitants = ["LIGHT ARRAY CREATURES", "BOUNDARYMEN"];
67           $("BODY").css("background-image", "url(" + bgImages[1] + ")");
68       }
69 ∨     else {
70           playerlocation = "the Aspen Forest";
71           inhabitants = ["YOU", "LIGHT ARRAY CREATURES", "BOUNDARYMEN", "HANK", "LAHDI"];
72           $("BODY").css("background-image", "url(" + bgImages[0] + ")");
73       }
74   };
75
76 ∨ function introduceCharacter (current_character) {
77       let introduction_output = "This is " + current_character.name
78       + ". " + current_character.pronoun_subject + " is a " + current_character.species
79       + ", standing at " + current_character.height + " feet. <br>"
80       + current_character.pronoun_possessive + " favourite colour is: " + current_character.fa
81
82       $('#debugOutput').html(introduction_output)
83       return introduction_output
84   };
```

```javascript
86    function applyOutput () {
87
88        // Location
89        let introductionLocation = "You are currently standing in " + playerlocation;
90        $("#outputLocation").html(introductionLocation);
91
92        // Inhabitants
93        let introductionInhabitants = "Within " + playerlocation +
94        ", the following inhabitants may be found: <br><br>";
95        inhabitants.forEach(item => (introductionInhabitants += (item + ", ")))
96        $("#outputInhabitants").html(introductionInhabitants);
97
98
99        // Aspen Forest
100       if (playerlocation == "the Aspen Forest") {
101           $("#imgOutput1").html("<img id= 'hank' src='" + charimages[0] + "'>")
102           $("#imgOutput2").html("<img id= 'lahdi' src='" + charimages[1] + "'>")
103           $("#output1").html(introduceCharacter(hankCharacter));
104           $("#output2").html(introduceCharacter(lahdiCharacter));
105           $("#outputDescription").html(quotes[0])
106       }
107
108       //Light Arrays
109       else if (playerlocation == "the Light Arrays") {
110           $("#imgOutput1").html("<img id= 'boundaryman' src='" + charimages[2] + "'>")
111           $("#imgOutput2").html("<img id= 'lac' src='" + charimages[3] + "'>")
112           $("#output1").html(introduceCharacter(boundarymenCharacter));
113           $("#output2").html(introduceCharacter(lacCharacter));
114           $("#outputDescription").html(quotes[1])
115       };
116   }
117
118   // ---Outputs---
119   // Locations
120   $("BODY").css("background-image", "url(" + bgImages[0] + ")")
121   $("#debugOutput").html("TESTING TESTING TESTING")
122   applyOutput();
123
124   $("#Wander").click(function () {
125       walkAway();
126       applyOutput();
127   });
128
```

```html
C:\Users\cryst\OneDrive\Documents\Schoolwork\2025-Fall\ART101\environ     EN">
    <head>
        <meta charset="UTF-8">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <!-- Overall title of your page -->
        <title>Natasha's Inner World</title>
        <!-- Link to external CSS file -->
        <link href="env04.css" rel="stylesheet" type="text/css" />
        <!-- jQuery library -->
        <script src="https://code.jquery.com/jquery-3.7.1.min.js"></script>
        <!-- Link to external JavaScript file -->
        <script src="env04.js" defer></script>
    </head>

    <body>

        <!-- Introduction -->
        <!-- <div id="output" class = "output"></div> -->
        <!-- <div id="debugOutput" class="character-introduction"></div> -->
        <p>
            "For years, each night I've fallen asleep, there has been a chance I find myself
            It was a strange, uncanny yet persistent environment that stayed mostly consisten
            <br><br>
            "I'd like invite you to join me now, to explore it together."
        </p>

        <!-- Images -->
        <div class="flex-container">
            <div id="imgOutput1"></div>
            <div id="imgOutput2"></div>
        </div>
        <div class="flex-container"></div>
            <div id="output1" class="character-introduction"></div>
            <div id="output2" class="character-introduction"></div></div>
        </div>


        <!-- Location Context -->
        <div id="outputDescription"></div>
        <div id="outputLocation" class="location-details"></div>
        <div id="outputInhabitants" class="location-details"></div>
        <button id="Wander">Wander away...</button><br>
    </body>


:/html>
```

"For years, each night I've fallen asleep, there has been a chance I find myself dreaming in an unfamiliar landscape. It was a strange, uncanny yet persistent environment that stayed mostly consistent each time I'd visit. Across several nights of effort, I mapped out most of it for my own amusement. "

"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

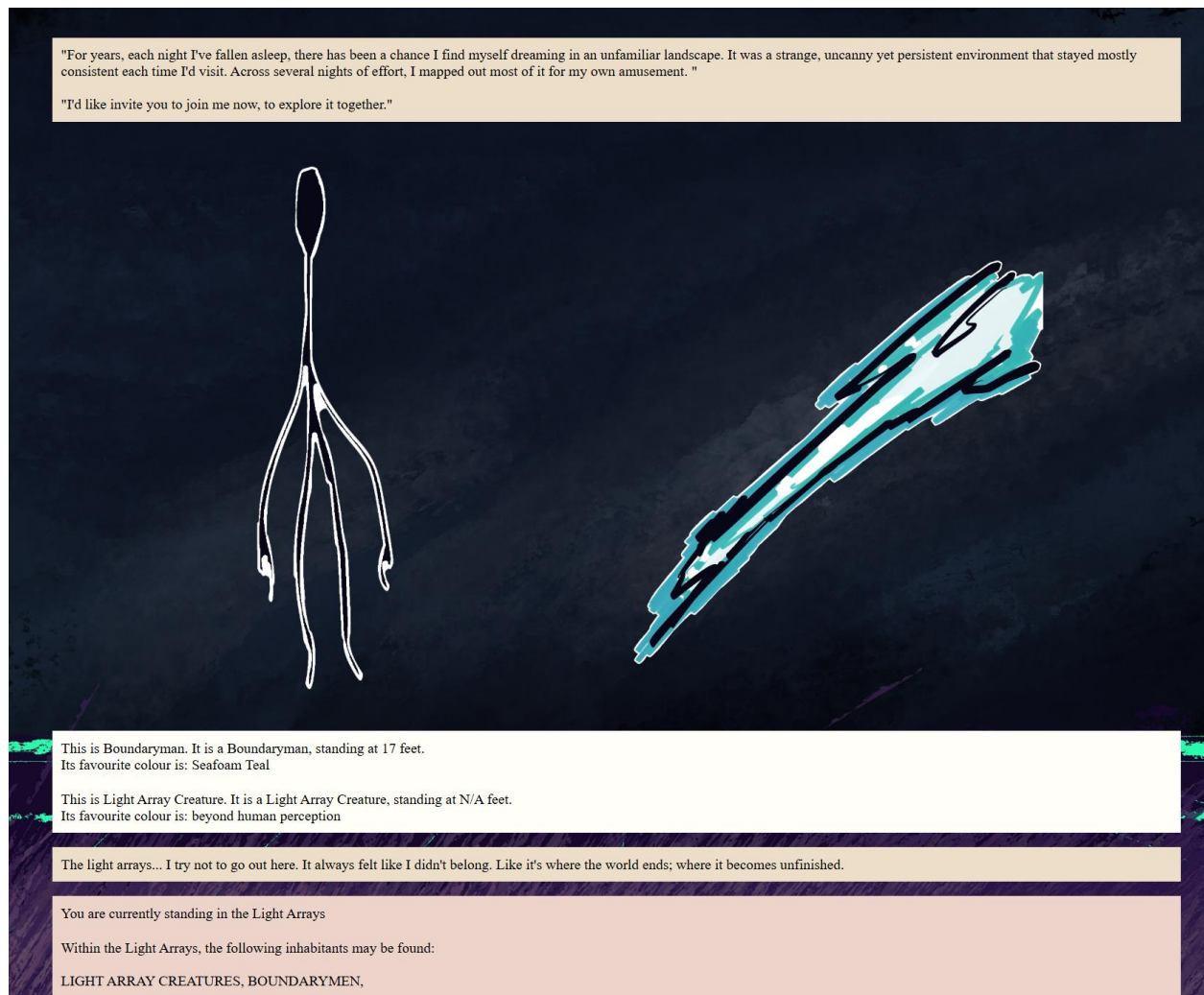Plenty of strange beings inhabit these lands. They're quite bizarre, forgive the depths of my unconscious for that. This one is named Hank. I don't know what he is, but he looks quite goofy. The other is Lahdi, a librarian and cartographer.

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...

"For years, each night I've fallen asleep, there has been a chance I find myself dreaming in an unfamiliar landscape. It was a strange, uncanny yet persistent environment that stayed mostly consistent each time I'd visit. Across several nights of effort, I mapped out most of it for my own amusement. "

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

This is Boundaryman. It is a Boundaryman, standing at 17 feet.
Its favourite colour is: Seafoam Teal

This is Light Array Creature. It is a Light Array Creature, standing at N/A feet.
Its favourite colour is: beyond human perception

The light arrays... I try not to go out here. It always felt like I didn't belong. Like it's where the world ends; where it becomes unfinished.

You are currently standing in the Light Arrays

Within the Light Arrays, the following inhabitants may be found:

LIGHT ARRAY CREATURES, BOUNDARYMEN,

Task 3

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

Task 4

1. Task 1 was not particularly challenging. I do not struggle with follow-alongs.

"Let variable = prompt("Guess 1-10") reminds me a lot of Python's variable = input("Guess 1-10"), which really helps me understand what's going on. In terms of formatting and style, I'm pretty close to the lecture- though I have my particular way of making things clean and look nice."

2. I wanted to add another area for the player to travel to, however I struggled with getting the window to update or run the functions. The debugger is giving me errors on a part I know works perfectly fine- lab time it is. I improved a LOT of my code and modularized it to make further implementations easier.
   - Update: Fixed everything on Tuesday after getting help in the lab!
3. Luna and I communicated when we were working on our respective projects, sharing code and WIP images.