Task 1

```
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

```
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

```javascript
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: "Boundryman",
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 depths of my unconsci
46       "<p> The light arrays... I try not to go out here. It always felt like I didn't belong. </p>"
47   ]
48
```

```
48
49    // --Functions--
50  ∨ function walkAway () {
51  ∨     if (playerlocation = "the Aspen Forest") {
52            $('#debugOutput').html("Wandering")
53            playerlocation = "the Light Arrays"
54            inhabitants = ["LIGHT ARRAY CREATURES", "BOUNDARYMEN"]
55            //document.getElementById("BODY").style.backgroundImage="url(../images/img_env02_bg.png)";
56        }
57  };
58
59  ∨ function introduceCharacter (current_character) {
60        let introduction_output = "This is " + current_character.name
61        + ". " + current_character.pronoun_subject + " is a " + current_character.species
62        + ", standing at " + current_character.height + " feet. <br>"
63        + current_character.pronoun_possessive + " favourite colour is: " + current_character.fav_colour;
64
65        $('#debugOutput').html(introduction_output)
66        return introduction_output
67  };
68
69  ∨ function applyOutput () {
70
71        // Location
72  💡    let introductionLocation = "You are currently standing in " + playerlocation;
73        $("#outputLocation").html(introductionLocation);
74
75        // Inhabitants
76        let introductionInhabitants = "Within " + playerlocation +
77        ", the following inhabitants may be found: <br><br>";
78        inhabitants.forEach(item => (introductionInhabitants += (item + ", ")))
79        $("#outputInhabitants").html(introductionInhabitants);
80
81
82        // Aspen Forest
83  ∨     if (playerlocation == "the Aspen Forest") {
84            $("#output1").html(introduceCharacter(hankCharacter));
85            $("#output2").html(introduceCharacter(lahdiCharacter));
86            $("#outputDescription").html(quotes[0])
87        }
88
89        //Light Arrays
90  ∨     else if (playerlocation == "the Light Arrays") {
91            $("#output1").html(introduceCharacter(lacCharacter));
92            $("#outputDescription").html(quotes[1])
93        };
94  }
```
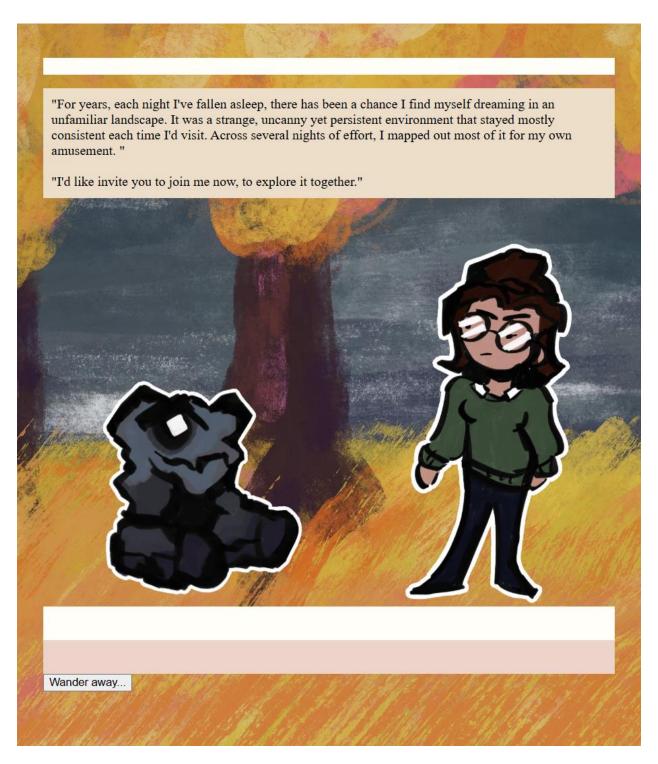
```javascript
// ---Outputs---
// Locations

/* Might be getting at something here, but doesn't work yet.
window.onload = function () {
    console.log("Loaded.");
    applyOutput()
};
*/
$("#output1").html(introduceCharacter(hankCharacter));
$("#output2").html(introduceCharacter(lahdiCharacter));
$("#outputDescription").html(quotes[0])

$("#Wander").click(function () {
    walkAway();
    applyOutput();
});
```

```html
<!doctype html>
<html xmlns="http://www.w3.org/1999/xhtml" lang="en-EN">

    <head>
        <!-- All techy stuff goes here, inside 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.css" 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 dreaming in an
            It was a strange, uncanny yet persistent environment that stayed mostly consistent each time I'
            <br><br>
            "I'd like invite you to join me now, to explore it together."
        </p>

        <!-- Images -->
        <div class="flex-container">
            <img id="hank" src="../images/hank.png">
            <img id="lahdi" src="../images/lahdi.png">
        </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>
```

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.
3. Luna and I communicated when we were working on our respective projects, sharing code and WIP images.