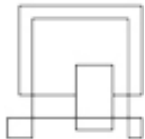


VIA University College



Web Development 1

Assignment 3

Agenda

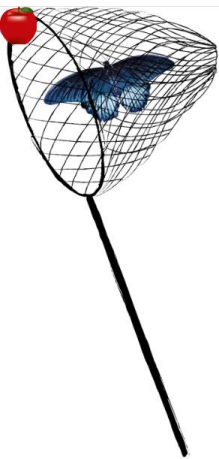
- Practicalities
- Requirements
- Suggestions

Practicalities

- Assignment 3 is NOT a part of your SEP project
- Assignment 3 is a group assignment
- Purpose of Assignment 3 is to play around with jQuery (maybe even have fun)
- Deadline can be found on itslearning

Requirements

- All implementation must be done using **jQuery** selectors and functions
- All **requirements** must be implemented for approval of the assignment
- You are allowed to add more elements and functionality to your garden (have fun)

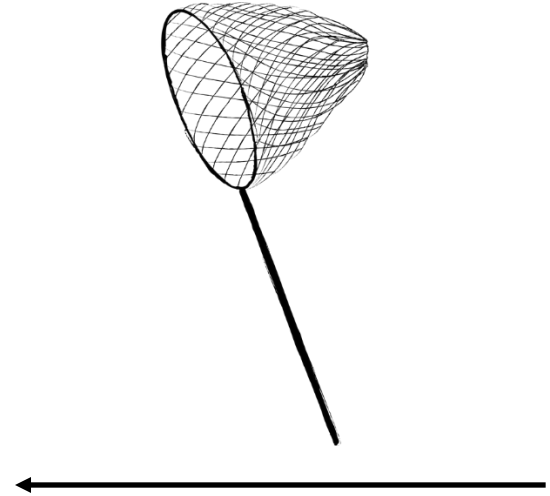
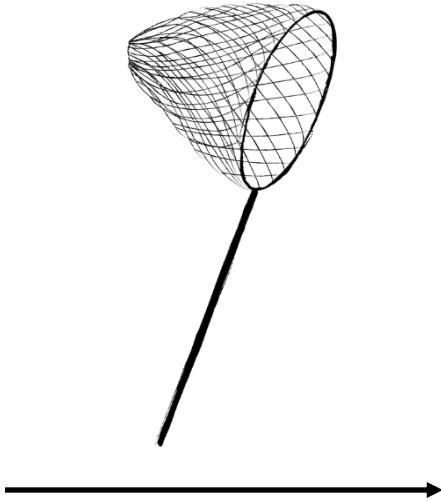


Requirements

- Net
 - The net should **follow the cursor** around in the garden at all times.
- Blue Butterfly
 - Whenever you **move the mouse cursor** over the blue butterfly, it will swiftly move to a random location inside the view of the garden
 - When the butterfly is not otherwise being interacted with, it will **slowly move around in random directions** on its own
- Three Waterdrops
 - The waterdrops will be **hidden** until the watering can is tipped
 - When the watering can is tipped, the waterdrops move downwards in a **straight line**
 - When a waterdrop moves out of view in the bottom, it will reset, and be placed in the mouth of the watering can (but in a slightly **different/random position** from it's last starting point)
- Apples
 - When loading the page, three apples **randomly appear within the crown of the tree**
 - When **clicking** the apples, the apples should be placed **inside the basket**
 - Apples move in a **straight line** towards the basket.
- Watering Can
 - When **clicked**, the watering can alternates between **a tilted and a normal position**
 - When **in the tilted position** the watering can pours water (the waterdrops)
 - When **in the normal position**, the watering can **stops pouring** water. Water already poured finishes (exits at bottom)

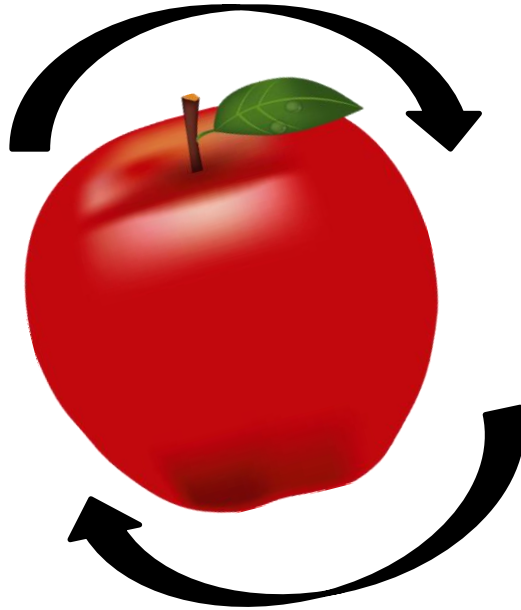
Suggestions

- Flip the net according to the movement direction



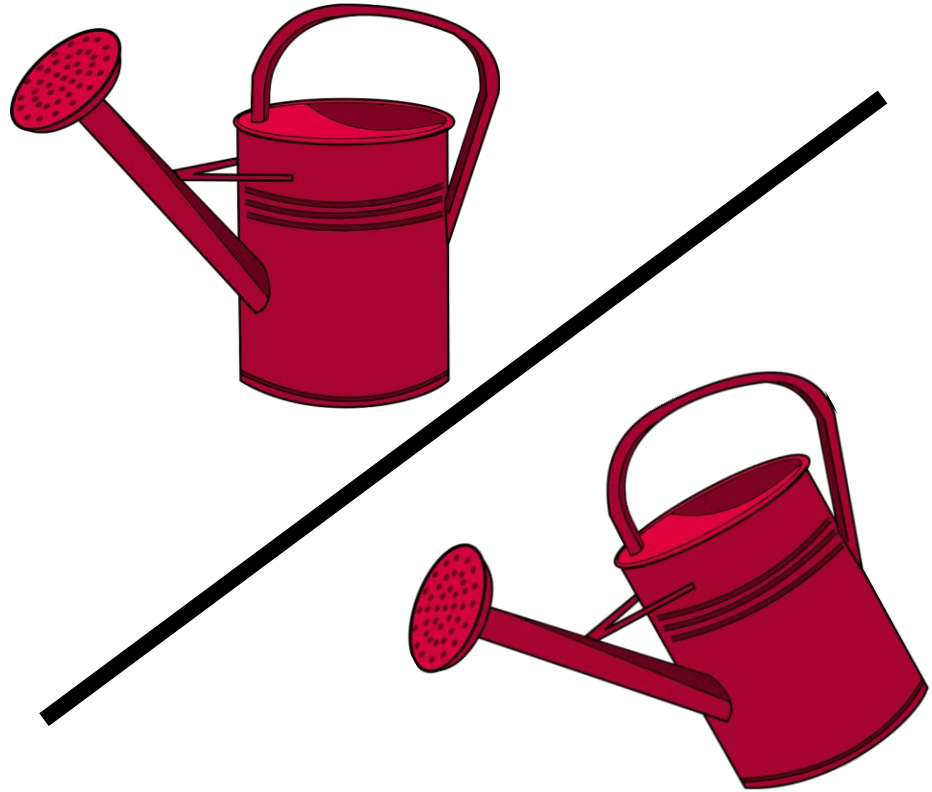
Suggestions

- Make the apples wiggle a little before they are plucked from the tree



Suggestions

- Make the watering can run out of water



Suggestions

- Be creative!

...maybe add a user-controlled worm?

...implement daylight cycle? (what happens at night?)

...make it a game. Everyone likes games 😊