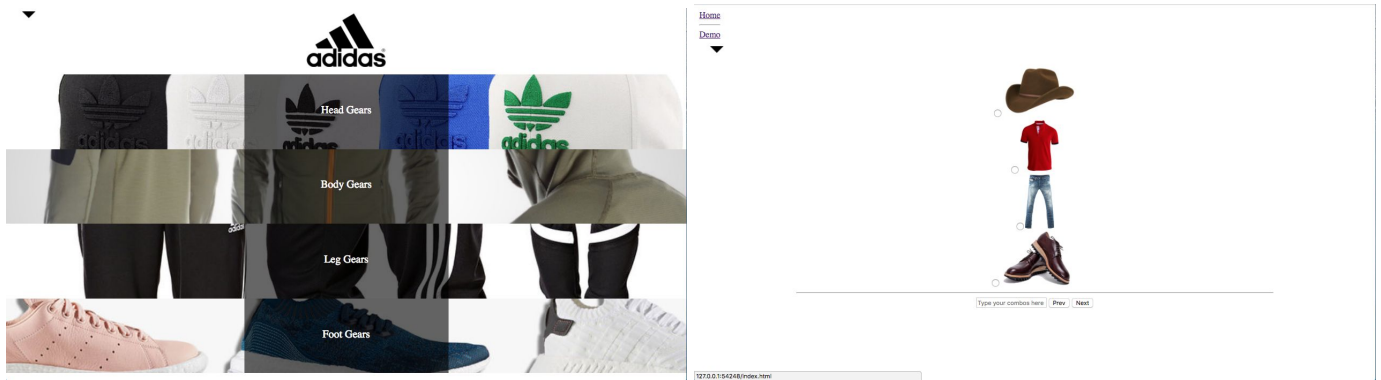


ADIDAS FASHION DESIGNER /25



There's an imgs folder with the following files:

- bg1/bg2/bg3/bg4.jpg
- logo/down.png
- gears folder with
 - h1/h2/h3.jpg
 - b1/b2/b3.jpg
 - f1/f2/f3.jpg
 - l1/l2/l3.jpg

Make sure you keep this imgs folder in the same folder as your index.html.

SETUP /2

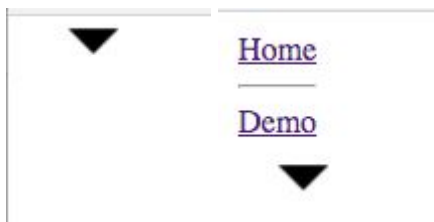
There should be 8 files in total

- index.html/css/js
- menu.css/js
- demo.html/css/js

In both index and demo.html

- `<link>` up menu.css along with demo.css/index.css
- `<script>` src menu.js along with demo.js/index.js

LEVEL 1a - MENU UI /2 - menu.css



The menu `<div>` is **fixed** to the **top left**. It's offscreen meaning the **top** is in negative pixels. There are some **padding**. The text is **text-align** to center.

The structure is

- `<div>` id menu
 - `` id downImg
 - `<div>` id links

- <a> href to index.html
- <hr />
- <a> href to demo.html

Put this structure in both **index.html** and **demo.html**

The downImg is in **absolute** position on the bottom right. The **height** is 25px which means its bottom is in -25px so that it's clickable outside the menu <div>.

LEVEL 1b - MENU JS /2 - menu.js

When you click on the downImg , the menu <div>'s top changes to 0px.

LEVEL 2a - HOME PAGE UI /5- index.html/index.css



Create a <div> id home in the <body>

In the home <div>, there is a

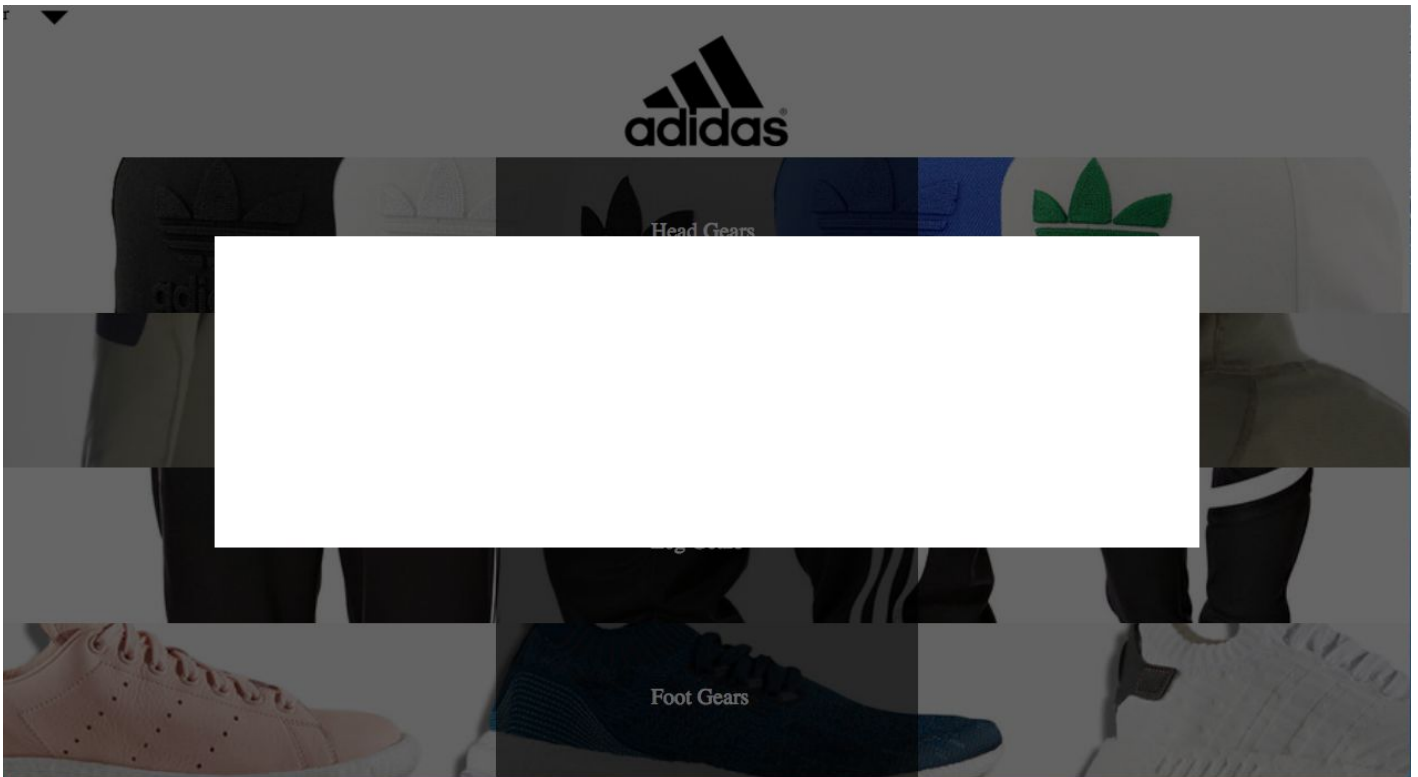
- <div> id header
 - id logo, and uses logo.png as its src.
- <div> id navigation
 - <div> class item, id bg1
 - <div> class subTitleBox
 - <div> class subTitle - (Head Gears)
 - <div> class item, id bg2
 - <div> class subTitleBox
 - <div> class subTitle - (Body Gears)
 - <div> class item, id bg3
 - <div> class subTitleBox
 - <div> class subTitle - (Leg Gears)
 - <div> class item, id bg4
 - <div> class subTitleBox
 - <div> class subTitle - (Foot Gears)

The styles are

- body - margin 0
- home <div> - 100vw width
- header <div> - 100% width, 10px padding left and right, center text-align
- logo - 100px height
- navigation <div> - 100% width
- .item <div> - 100% width, 20vh height, relative position, cover and center background-size/position
- .subTitleBox <div> - 30% width, 100% height, auto margin, a semi transparent background-color
- .subTitle <div> - absolute position, center glitch, 100px width, 30px height, 20px font-size

Each .item <div> (bg1, bg2, bg3, bg4) will have their own corresponding background images.

LEVEL 2b - INTERACTIONS /5



Prepare the following in the <body>

- <div> id main - fixed top left, 100vw width, 100vh height, 50% transparent black background color
 - <div> id mcontents - absolute center, 70% width, 40% height, white background color

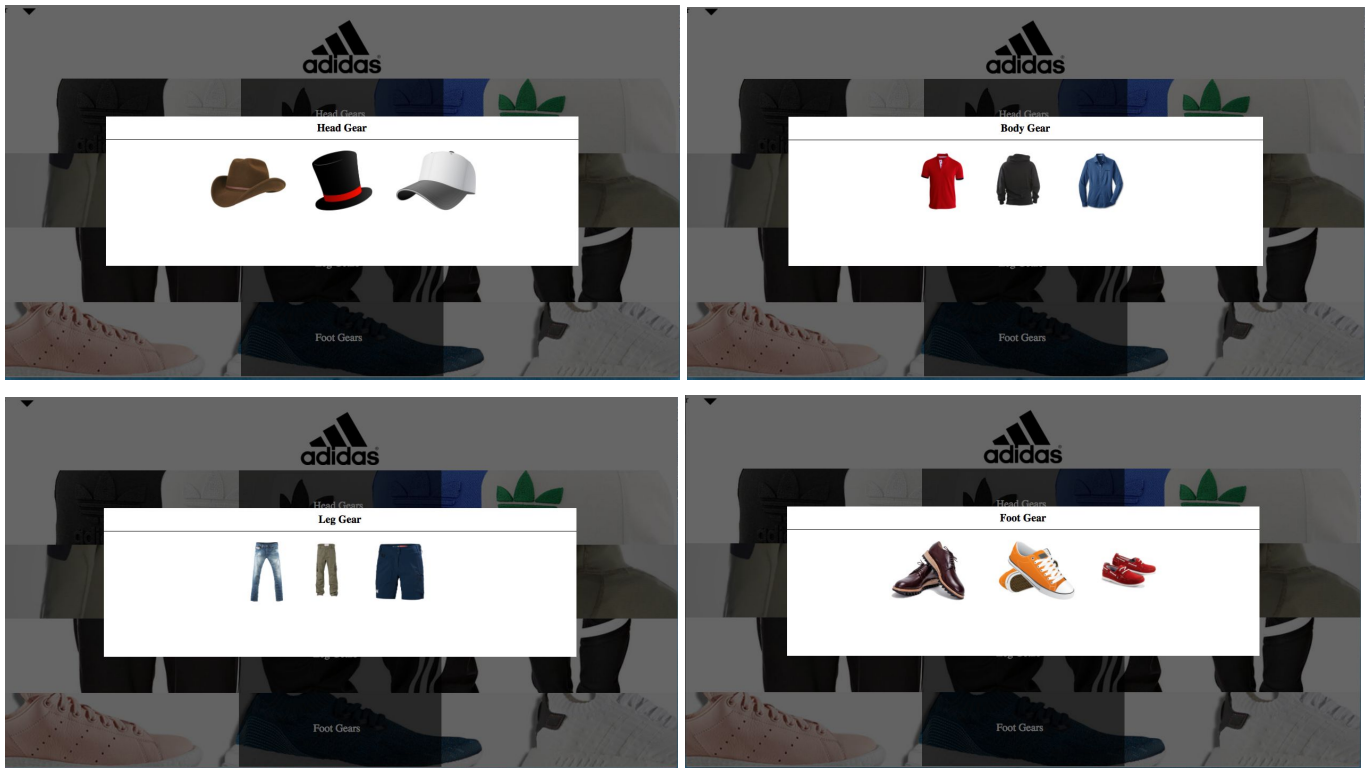
The main <div>'s **display** is initially set to "none"

When you click on any of the bg1/bg2/bg3/bg4 <div>, change the main <div>'s **display** to "block". It should look like the above.

PROGRESS 16/25 = 64%

LEVEL 3 - THE ACTUAL MODAL /3

In Level 2b, you created a incomplete modal. Look at the images below.



Depending on the section you clicked on, you'll be displaying different contents in the modal. Your task here is to

1. Figure out the html that goes inside the mcontents <div>
 - you'll need a place to show some title and 3 images
2. Figure out the styles that matches as close to the images above as possible
3. Figure out the script that
 - changes the title correctly
 - changes the 3 images correctly

LEVEL 4 - DEMO APPLICATION /3 - demo.html/demo.css

[Home](#)

[Demo](#)



In this section, I won't give you all the specifics on the html/css.

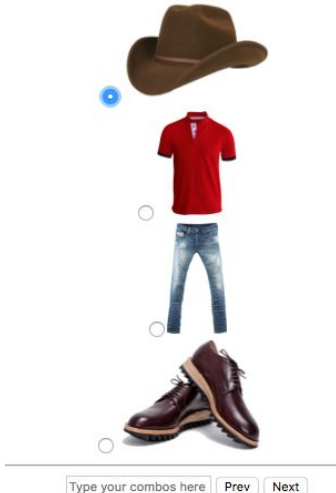
- There is a demo <div> that takes up 70vw and 70vh of the screen

- The default src is h1.png, b1.png, l1.png, f1.png
- Both radio <input>s and text <input>s are used here

Structure the HTML and stylize them so that it looks like the above.

LEVEL 5 - DEMO INTERACTIONS /2

Clicking on a radio <input> and then clicking on the next <button> or prev <button> changes the src beside the radio <input>



Next <button> clicked, when head is selected

h1.png -> h2.png -> h3.png -> h1.png ... repeat forever

Prev <button> clicked, when head is selected

h3.png -> h2.png -> h1.png -> h3.png ... repeat forever

Do the same for body, legs, and shoes.

If no radio <input> was selected, alert to the user to select something.

LEVEL 6 - TEXT INPUT COMBOS /1

In the text <input>, When return/enter is keyed up

- If combo1 was typed in the text <input>, change every image to their 1st img (h1, b1, l1, f1)
- If combo2 was typed in the text <input>, change every image to their 1st img (h2, b2, l2, f2)
- If combo3 was typed in the text <input>, change every image to their 1st img (h3, b3, l3, f3)
- If random was typed in the text <input>, change every image to a random combo

Make sure your previous and next <button>s still work properly after the change. If it skips images, then it's incorrect.

SUPER CHALLENGE - FIND AN ALGORITHM TO CHANGE MULTIPLE IMAGES /0.5 (BONUS?)

If I type head3, body2, leg1, foot1 I should change all 4 images at once to the corresponding #.

If I type head1, foot2 I should change 2 images (head and foot) to the corresponding #.