

# LazOne JavaScript requirements

The goal is to practice your newfound JavaScript knowledge, these challenges didn't end resembling any real world features, but you'll live anyways.

I have provided starter files so that you have a fully functional website before starting. The Javascript page lays out these requirements again. You will find a bunch of structure that you can use so that you don't have to worry about writing HTML & CSS for these challenges.

Try to build everything on your own before using the solution code, remember to ask me questions on anything that you don't understand.

## Finger guessing

You will start by making a very simple game, the user inputs a number of fingers that they're holding up. The computer should then randomly pick a number between 0 and 5, if it gets the correct number it alerts the user.

The game should count how many attempts that it has made and display this in a message to the user.

## Simple version

The simple version is one where I have given the user a drop down menu to select numbers from. This simplifies some of the challenges with user input.

## Not so simple version

The next challenge is an open input field, you will have to validate the user input to make sure that you're not getting any values that you shouldn't.

Using Javascript to validate form input is handy, but it's not secure, when writing forms in the real world you should be sanitising the input on the server side as well, otherwise bad things happen.

I recommend making a timeout feature in your game before testing this, it will save you some pain later down the line.

## Yellow rock (completely different from Topaz)

I don't know where, but somewhere I saw an interesting script that did some animating on a heading. Your goal is to achieve the same thing, there are some pretty strong hints on the HTML for this one. I've bunched a few characters into the same class and given them each a unique id. Have a think about what you can do with these.

## Move the box

This is a very simple animation challenge but teaches the core principles of animating elements on a page. You will see a large box and a smaller box inside of it, treat the outer box as a boundary for the smaller box. Your goal is to move the small box from the top left corner to the bottom right corner.

To do this you will need to continuously move the small box until it reaches the destination. Make sure to have an exit condition when moving the box.

## Mobile menu – stretch goal

I didn't get time to make this or any structure for it, but it is something that is actually useful to learn. Build a small side menu, something that stretches the full height of the screen. Then place it just off screen to the right. Make a button somewhere that is used to toggle the side menu open and closed again.

To achieve this you will need to think about how to control the state of the menu, and something with exit conditions for both opening the menu and closing it. Otherwise the animation itself is quite straightforward, you're simply moving it left and right.