

# Računalniški praktikum 2

## Domača naloga 1

Za prvo domačo nalogo boste v jeziku HTML/CSS oblikovali grafični uporabniški vmesnik za računalniško igro, ki si jo boste izbrali. Ta vmesnik boste uporabili pri drugi domači nalogi (proti koncu semestra), ko boste to igro "oživelili".

Vaša ocena bo odvisna od:

- Grafične izpopolnjenosti - prisotni so vsi zahtevani grafični elementi.
- Pravilnosti kode - pravilna in berljiva (npr. ustrezni zamiki) koda.
- Vizualna privlačnost - uporaba CSS za oblikovanje okvirjev, senc, transformacij, ...
- Kompleksnost - z zahtevnejšimi pristopi CSS so elementi interaktivni, uporabljene so animacije.
- Zagovor - študent je avtor predstavljene kode in jo razume.

Izbirate lahko med tremi igrami spodaj.

## Minolovec

Izdelajte naslednje strani HTML:

- Naslovna stran.
- Stran z minolovskim poljem. Velikost polja bo kasneje zgrajena z uporabo jezika JavaScript, zaenkrat pa jo izdelajte v neki izbrani fiksni velikosti. Stran naj vsebuje tudi časovnik, ki bo meril čas trajanja igre.
- Stran z opisom igre in navodili za igranje igre.

## Kača

Izdelajte naslednje strani HTML:

- Naslovna stran.
- Stran, ki prikazuje igralno polje s kačo. Kača naj bo zaenkrat statična in dolga. Prikažite jabolko in nekaj ovir.
- Stran z opisom igre in navodili za igranje igre.

## Spomin

Izdelajte naslednje strani HTML:

- Naslovna stran.
- Stran, ki prikazuje nekaj kartic obrnjenih navzdol (vidna je hrbtna stran) in nekaj kartic, ki so obrnjene navzgor (vidna je slika). Stran naj vsebuje tudi časovnik, ki bo meril čas trajanja igre.
- Stran z opisom igre in navodili za igranje igre.

# Computer practicum 2

## Homework 1

For the 1st homework you will design a graphic user interface in HTML/CSS for a game of your choice. You will use this interface for your 2nd homework (at the end of the semester) to bring the chosen game into life.

Your grade will depend on:

- Design completeness - all the required elements are present.
- Code correctness - syntax is correct, code is readable (e.g. correct indentations).
- Visual appeal - extensive use of CSS to create borders, shadows, transformations, ...
- Complexity - advanced CSS should be used to make elements interactive or to create simple animations.
- Defense - the code is written and understood by the student.

You may choose one of the below three games.

### Minesweeper

Design the following HTML pages:

- A title page.
- A game page with the minefield grid. The size of the grid will later be constructed with JavaScript, so for now make it a fixed size. Let the game page also contain a timer that will time the game.
- The instruction page that describes the rules of the game and how to play it.

### Snake

Design the following HTML pages:

- A title page.
- A game page with the snake's playground. Let the snake be static for now, of a considerable length. Display an apple and a few obstacles.
- The instruction page that describes the rules of the game and how to play it.

### Memory

Design the following HTML pages:

- A title page.
- A game page showing a few tiles facing down (visible is their back) and a few tiles being turned up (visible is the image). Let the game page also contain a timer that will time the game.
- The instruction page that describes the rules of the game and how to play it.