Homework 2: (CSS) Style your Interactive Story

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Assignment Goal:

To attractively style your interactive story using CSS while also adhering to good UI design methodologies such as themed colors & fonts. Use your *Homework 1* files as your starting HTML. Use *Lab 2: CSS* as reference for the various CSS properties. Your interactive story should use a variety of CSS styles for colors, fonts, sizes, spacing, backgrounds, & alignments. This homework requires that all HTML from *Homework 1* must link to a CSS file.

Learning Objective:

You must perform style-related (CSS) decisions for your content. You must effectively use CSS to design an attractive & professional user experience. You'll have to know how to select HTML elements from the CSS and what properties you should set.

Implementation Advice:

Focus on the CSS properties, using what you've learned in the lab. Here's some tips to make it easier:

- Less is More! Don't use too many colors or fonts on a page. Limit yourself to three complimentary colors and two complimentary fonts.
- Be cohesive, try to have a running theme across all of your HTML pages
- Style each page for ambiance based on the events of that page.
- Break my suggested font limitation for story reasons that make sense!
 - o Different fonts may be used for different character dialogue.
 - Different fonts may be used to highlight narrator observations or clues.
 - o Different fonts may be used to depict story objects such as handwritten notes.
- Be creative & experiment!
- DON'T BE A PERFECTIONIST! You're just trying to make it enough.
- USE GOOGLE! You'll probably run into roadblocks where you can't figure it out.

Resources:

You must use **Homework 01** to start. You may use **Lab 02** to start!

Showcases & Demos:

https://itch.io/games/html5/tag-interactive-fiction

Grading Rubric

Part	1: [Images]	Responsive Images, Video, Image effects	[20%]
Part	2: [Fonts]	Font families, Google fonts, text colors	[20%]
Part	3: [Sizing]	Margins, Padding, Widths, Heights	[20%]
Part	4: [Backgrounds]	Background colors/images, effects	[20%]
Part	5: [Aligning]	Flexbox, grid	[20%]
Part	6: [Bonus]	Outstanding Submission;	[0-20%]

Why Style your Interactive Story?

- 1. **CSS Practice:** By repeatedly styling HTML pages, you not only learn the vast collection of CSS properties available to you, but also how they display in the browser.
- 2. **Portfolio project:** Employers and recruiters commonly prefer candidates who have project portfolios to demonstrate their technical capabilities. This project should aim to illustrate that you are a competent designer who can make attractive web content.

Style Inspirations

- Style based on Story Environments
- Style based on a common theme, such as dark mode, light mode, etc.
- Style based on pre-existing works you like (codepen.io)
- Style based on interesting effects: scrolling transitions, parallax or other effects

Showcase Bonus

Bonus points may be awarded if your CSS styling is attractive & unique, feature-rich, contains interesting effects, and has an overall professional look & feel to it. i.e. it's a worthy showcase project! I'll publish all showcase projects on UNO's web page as a demo for future students. You should cite such projects on your resume.

Submission:

Tools

You only need a Chrome browser to view your work and a code editor to author them.

Submission:

Compress all project folders and files into a zipped file and submit to Moodle.