**Project 5 Instructions**

1. Copy ALL of the contents in the  csci2447/project4 folder into the  csci2447/project5 folder. *This ensures that you will not overwrite your work for the previous project. You will do this for each project from here on out. If you do not do this, there is no way for me to grade your previous project.*
2. In the last project, you created an addImage() function which added the image to #gamespace. This worked well but each time it is called, it replaced the image which was already in there with a new one. We want to preserve the images already in the #gamespace. Change your use of .html() in addImage() to .append(). If already using .append(), no need to make a change.
3. Now we will try to make the images appear randomly around the gamespace. To do so, you will need to utilize the position style. For more info on position, check out: <https://www.w3schools.com/css/css_positioning.asp> First, add the following code to your game.css file. This will allow us to use the "top" and "left" CSS styles on the IMG tag.   
     
   div#gamespace img { position: absolute; }  
     
   And add the following property to div#gamespace:  
     
   div#gamespace { position: relative; }
4. To randomly move each image, you will need to call your random number functions! Call each function once in the addImage() function and save the returned value to a variable (eg. xPos and yPos). Now that you have two random values, you will need to add a "style" attribute to the IMG tag. For example:  
     
   **<img src="img/balloon.png" style=" left: 10px; top: 100px;">**In this "style" attribute, you will need to add a "left" and "top" property. The values for each property will be your random numbers. Most students will have issues placing the quotation marks. To help you, a website to help better understand this:

<https://www.digitalocean.com/community/tutorials/how-to-work-with-strings-in-javascript>   
  
**Tweak the values** of your random function to make the images stay within the #gamespace.  
  
**Hint:** The actual value would be stored within a variable. You will call the function to run, and have the value stored within a variable. You will place the variable within the line of code where the value is to be added.

1. When the image is clicked, it should disappear. To do this, add a line of code to your .on() function that makes image disappear when clicked. Note: There are a variety of methods that will allow you to do so in jQuery, and jQuery UI.
2. Turn off the click of the start button once it has been clicked. You can use the .off() function to turn off the click. Once the game has started, you do not want the gamer to be able to click on the start button again.
3. Randomize the time interval in which new images appear. Currently, it is set to a static 2000 (2 seconds). The interval should vary between 0 and 2000 at random. You may create a new random function like your random x and y functions, if you like. Images should now appear at random intervals!
4. Incorporate at least one widget, or effects from **jQueryUI**. Make sure to document which area by adding a comment within the script. Example: You might create a tab widget. One tab will have the game and the other tab will have the instructions.
5. Upload the contents of your project folder public\_html/csci2447/project5/ folder.
6. Submit the complete URL of this work to this Blackboard assignment in the "Submission" text field.
7. A correctly formatted URL should look like http://citwebdev.cscc.edu/~username/csci2447/project5/ where username is your CSCC username.