Umbrella yokai 🡪 rain animation game

* Randomly choses between 2 rain-bringers:
  + The Ameonna (woman standing in rain licking her hand) has crossed your path, causing rain to suddenly start
    - Ameonna (or “ameotoko” for males) refer to unlucky people cursed to have rain followed them
    - Origin in the [*Konjaku Hyakki Shui*](https://en.wikipedia.org/wiki/Konjaku_Hyakki_Sh%C5%ABi), a Japanese bestiary
    - After crossing from one edge to the other, she stays in the corner and watches you
    - As your rain meter gets filled, the screen gets darker
  + The amefuri kozo (rainfall boy that is a yokai that works for the rain god) has crossed your path, causing rain to suddenly stop
    - He will laugh louder the more your rain meter fills
* The kasa-bake (pg 229-230 in yokai book) is dormant on the ground until you click on it. It animates, hops around, and urges you to use it to stay drop and stop the rain drops
  + Old-style Japanese umbrella (made of oil paper on bamboo frame) with two arms, one eye, long tongue, in place of a handle there’s a single leg with a wooden geta sandal
  + Light-hearted and lovable image, hops around on one leg
  + Origin: early Edo-period picture scroll, *Hyakkiyagyo-zu*
* The rain drops will fall for 30 seconds before the rain-bringing yokai get bored and walk away. If you get hit with too many raindrops, your rain meter increases.

Tips from Jon to look into:

* CSS breakpoints
* viewport units in CSS

Misc.

* More fun applications of Google Teachable Machine to look into for this project: [x](https://kylemcdonald.github.io/cv-examples/)

Landing page:

Japanese yokai, or supernatural monsters, spirits, and demons from Japanese folklore. Bringers of fortune and misfortune, bewitching and terrifying, familiar and unfamiliar. They exist as personification of “supernatural” or unaccountable phenomena.