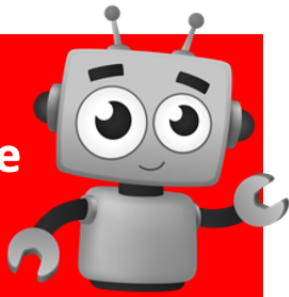


Artificial Intelligence



Adventures on the Web

3

- Login to replit.com with the login provided.
- **Fixtures** *can't be carried around but can be changed by an object.*

1. Add a button to show the fixture. The example fixture is 'lava'.

```
<button id="lava">There is lava here, you cannot pass</button>
```

2. In this example we can use 'a power gem' to solidify the lava.

We can **use** 'a power gem' when we click the button.

There is lava here

```
onclick = 'use("ROOM","a power gem","lava","a lava bridge","The  
lava solidifies and you are able to cross the bridge")'
```

3. Hide the button when the lava fixture disappears with **show_if**.

On the next line put:

```
<script>show_if("ROOM","lava")</script>
```

4. Let your teacher know what fixtures you need so they can be added to fixtures.json and start.json.

```
<button id="lava" onclick='use("lava pit","a power gem","lava","a  
lava bridge","The lava solidifies and you are able to cross the  
bridge")'>There is lava here, you cannot pass</button>
```

```
<script>show_if("lava pit","lava")</script>
```

- **Properties** of the player might be “hungry” or “dead”. You can change these properties by eating or touching a fixture.

1. Add a button to show what you can do with a “popcorn” fixture:

```
<button id= “popcorn”>The popcorn looks tempting</button>
```

2. Your properties **change** when you click the button. This example changes you from hungry to dead (you can leave out either “hungry” or “dead” and replace with **null**):

```
onclick='change("popcorn","hungry","dead","You eat the tasty popcorn and feel ill")'
```

3. Hide the button if the fixture (popcorn) isn’t in the room with **show_if**.

```
<button id="popcorn"
onclick='change("popcorn","hungry","dead","You eat the tasty popcorn
and feel ill")'>The popcorn looks tempting</button>
<script>show_if("cinema","popcorn")</script>
```

5. Let your teacher know what properties you need so they can be added to **properties.json** and **start.json**.