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# Adventures on the Web

## 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.  
   **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")'

1. 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**>

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