CPSC 473 - Web Front-End Engineering for Internet Applications

Assignment 2 - Spring 2017

Section 2 due February 6. Section 1 due February 8.

In this assignment, you will work through Chapters 3 and 4 of the textbook, upload the result to GitHub, and play some games designed to teach you CSS.

Complete the following:

1. Work through Chapters 3 and 4, copying in files from `front-end-dev-resources` and updating files as necessary.

2. Confirm that your result matches the Ottergram page shown in the book.

3. Create a `screenshots` directory in your repository.

4. Play the [CSS Diner](#) and [Flexbox Froggy](#) games.

5. Take screenshots of the completed final level of each game and place them in the `screenshots/` directory.

6. Push the contents of your `ottergram` directory into a new public GitHub repository.

Grading

How to know if the assignment has been successfully completed:

- ✓ When you visit http://localhost:3000 with `browser-sync` running, do you see the Ottergram page?
- ✓ Does the appearance of the page match Figure 4.27?
- ✓ Have you run the `atom-beautify` plugin?
- ✓ Do you have a new repository for this assignment?
- ✓ Is there a `screenshots` subdirectory?
- ✓ Have you completed Level 32 of CSS Diner and taken a screenshot?
- ✓ Have you completed Level 24 of Flexbox Froggy and taken a screenshot?
- ✓ Have you checked in the changes from this assignment and pushed them to GitHub?