Lab 1 [5 pts]

Deliverables

- theme.txt [1pt]
- index.html [3pt]
  - Header
  - Footer
  - Le button to increment counter
  - Resource list
  - Generator list
- app.css [1pt]
  - Styles used for the pages
- Pushes changes to Github pages
- CSNS file showing URL of Github pages & Github pull request

Example CSNS file format:

```
Application URL:
https://csula-students.github.io/cs-3220-spring-2018-rcliao/lab1/

Github Pull Request URL:
https://github.com/csula-students/cs-3220-spring-2018-rcliao/pull/2
```

Description

We want to build an incremental game throughout this semester. First thing is to build the *user interface* layer and *picking a theme* for the game.

What is incremental game you ask? Incremental game, at its core, is to have user click on a button and increment its value. After having over certain value, user can purchase the generator to generate value automatically without user interaction afterward.

You mentioned something about theme earlier, what do you mean? Even though students will build the same genre of the game (incremental game), each student may or may not build the same game. Some of the game content could be different from one to the other. Theme should separate students' work a bit. In example, one student may build a dungeon related theme while the other may build a BitCoin related theme. In this assignment, while designing the user interface, students are also required to pick their incremental game theme.

Once a theme is selected, students are also required to code up their project in HTML & CSS (see deliverables above).

> Please note that although we have learned the existence of CSS framework like Material or Bootstrap in class earlier, refrain yourself from using it for the sake of this lab – testing your HTML & CSS knowledge.

> In other word, you are **not** allowed to use those framework in this lab.

In additional to the HTML pages above, you will also need to create a separate `app.css` file that contains all your styling changes. In all these pages, you should have this `app.css` imported to apply styles to each component accordingly.

When finish, you should have a nice looking incremental game – able to see the interfaces of the game without any interactions.

Requirements

theme.txt

To start, here are a few example themes:

- Cookie clicker
- Dungeon crawler
- Farmville

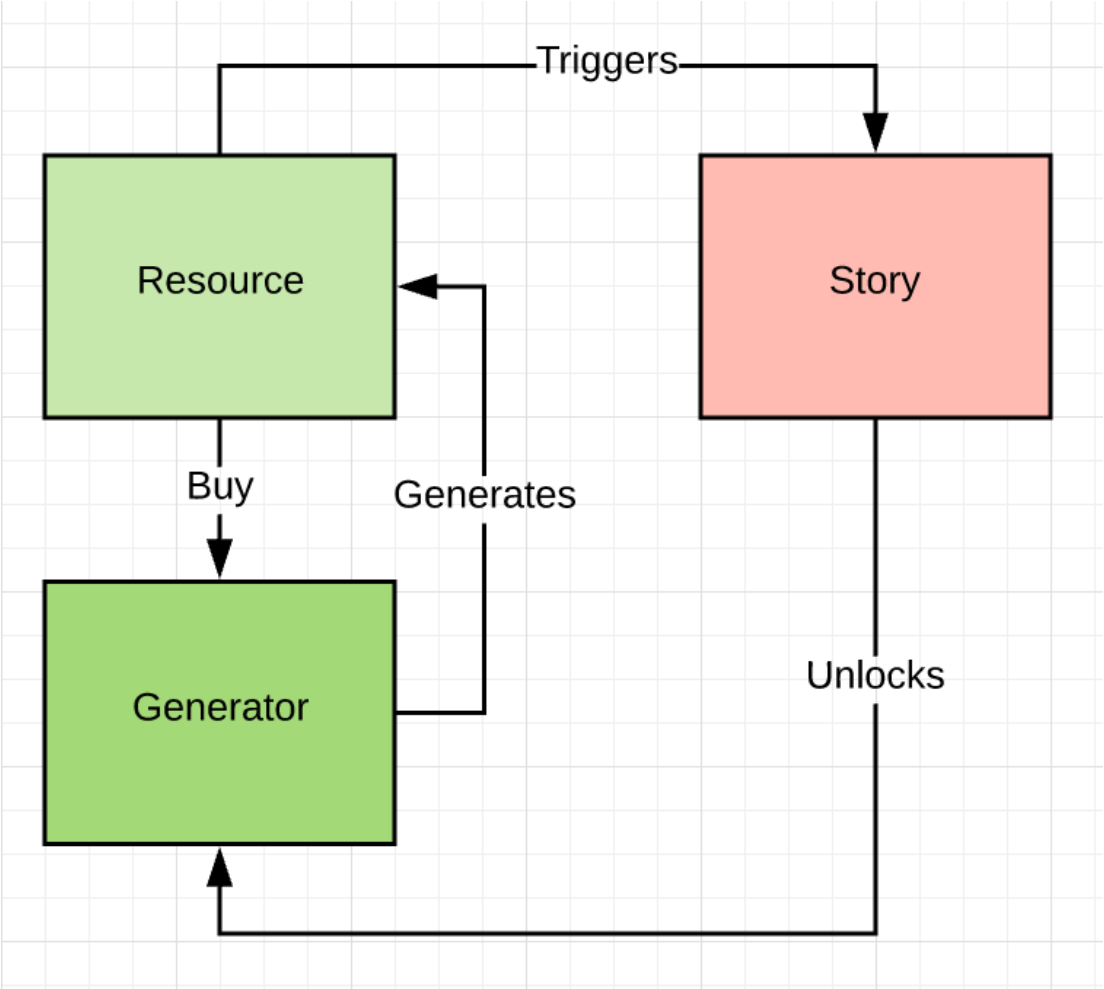
After picking a theme, you will need to define a few core components as following format:

```
Theme:
# Cookie clicker

Resource:
* Cookie

Generators:
* Cursor
* Grandmom
* Cookie Factory

Story:
* Cookie? Click on the button to create cookies.
* Your cookies are talked about for miles around.
* C is for cookie. And that is good enough for me.
```



- Resource is the primary unit of the game.
- Generators are autonomous unit that generates resource
- Story are like checkpoints with description after user gets certain value of resource

index.html

We want to build our game user interface under the `index.html`. In this page, we want to have title, story area, main resource counter and an area to purchase a list of generators (see mockup below).

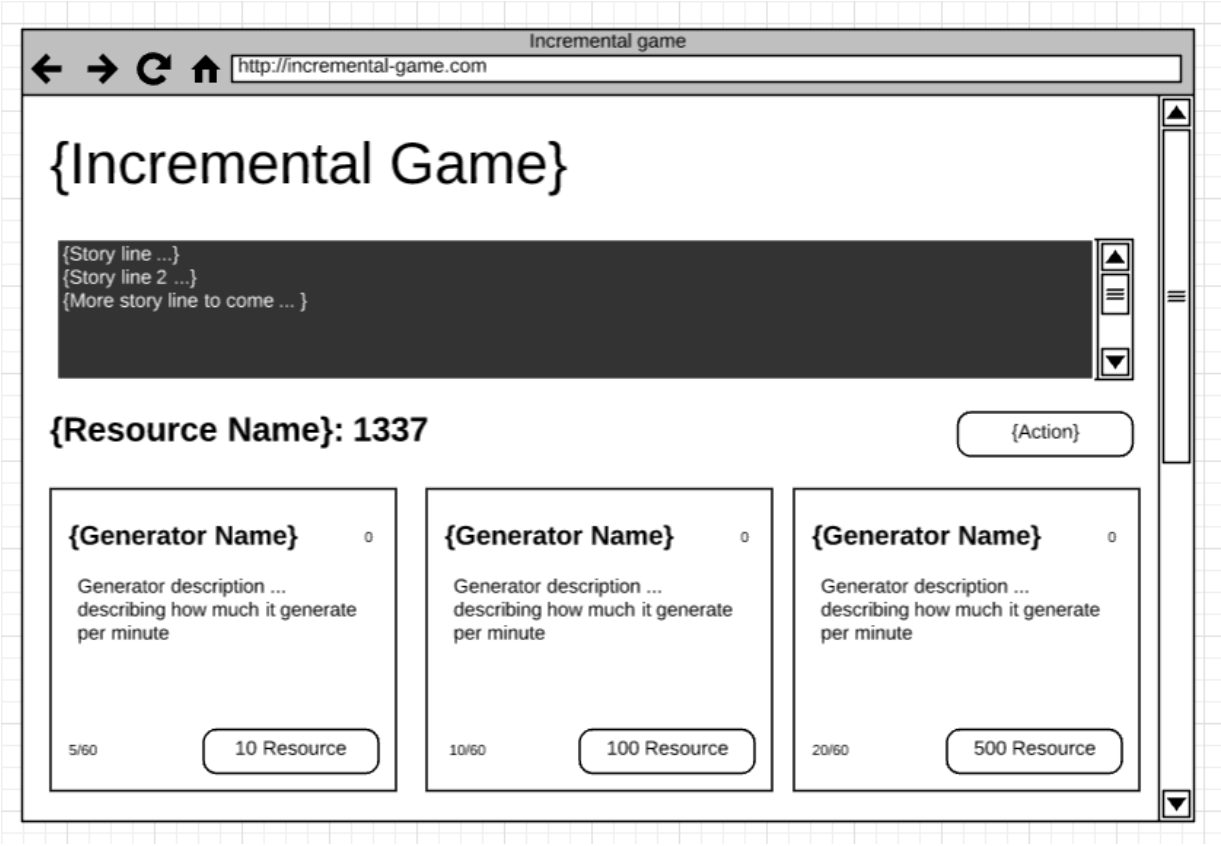
Although the functionalities doesn't need to work, please aim to provide clean interface as showing below.

app.css

You will need to have the minimum styles for the above requirements. Each component (e.g. food item in the menu) should be styled here. Therefore, that ends up with the following styles:

- Layout on the index.html
  - Header
  - Footer
- Le Button
- Story book component
- Resource list
- Generator list

Here is the basic UI starting point,



> Although UI mockup is provided, students are welcome to come up with own design as long as all the requirements above are satisfied.

Instructions

Set up

Similar to exercise we have done earlier, you will need a *text editor* and *git bash* (terminal on MacOS) ready. In additional to the programming set up, you will also need a modern browser open (preferably Chrome or Firefox).

Once you have all the necessary items above ready, please go to your student repository directory and follow the following commands:

```
# To start and switch to a new branch called "lab1"
git checkout –b lab1
```

After you switch to branch, you can type in `git branch` and the branch should show `* lab1` . When you see you are on the lab1 branch, you are ready to start coding now.

Get Started

Lets start by creating a new folder called "lab1" first:

```
# To create a new directory under the current directory
mkdir lab1

# Switch the current directory to lab1
cd lab1
```

And then you should start by creating the `index.html` in this "lab1" folder including the following code snippet to begin with:

```
<!DOCTYPE html>
<html lang="en">
<head>
        <meta charset="UTF-8">
        <title>Homepage</title>
</head>
<body>
        <h1>Hello world!</h1>
</body>
</html>
```

Happy hacking!