

CSCI 342, Fall 2017, Homework # 5

Due date: Friday, December 1, midnight. ZIP all files together.

Instructions:

- First, follow the instructions found here to build a popup penguin game using just HTML and CSS:
https://googlecreativelab.github.io/coder-projects/projects/pop_up_penguins/
- Now modify the program and add Javascript (Vanilla or jQuery) to accomplish the first two “Bonus Rounds” as follows.
- Use Javascript arrays and for-loops to populate the page with penguins instead of hard coding every penguin in HTML. This will allow you to put any number of penguins on the page.
- Choose the position of the Yeti with a random number. Every time you play the game it will be in a different position.
- Add a text input at the top of the page to choose the number of penguins in the game. Validate that this is an integer between 2 and 64. As soon as the user enters a number, the new game should load (no submit button).
- Make the penguins stay up when clicked, and disappear when the Yeti is awoken.