CSCI 342, Fall 2017, Homework # 5

Due date: Friday, December 1, midnight. ZIP all files together, including images and other resources.

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 (+ Yeti) 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). The currently chosen number of penguins (+ Yeti) should remain in the text box while the game is played.

- Make the penguins stay up when clicked, and disappear when the Yeti is awoken.

- After the Alert panel is closed, focus should go back to the number of penguins (+ Yeti) box, so the user can simply hit return to play a new game (or change the number).

- Optional: add real squawks, chirps, and roars.