To me, NM2207 is also known as The Land of No Return. It is a non-stop learning process that is challenging and often times putting me on the brink of despair (Skeleton.gif). However, the satisfactions of solving these obstacles weigh far more than the process, which made me believe that all we need is more time to digest and apply (Cat.gif). A love hate relationship with codes.

For this assignment, I decided to present what I know in the form of a web blog. I am curious to take my skills further from blogskins to apply what I have learned such as the game challenge. I was more than curious to try out interactive storytelling.

I downloaded the blog skin from the web, added an audio clip and applied "enableAutoplay", added a few images (Scroll right.jpg) and gifs (leaves.gif) in my codes to recap what I have learned from the previous tutorials. This may seem easy, but soon I realised that I needed to ensure my gifs are in front of my image. As such, I learned about "CSS layout – The position property" on my own. An element with "position: relative;" is positioned relative to its normal position, while an element with "position: absolute;" is positioned relative to the nearest positioned ancestor or uses the document body and moves along with the page scrolling.

Under the "About – Interactive Storytelling" section, it was my first time learning about it on my own. I added several elements to increase interaction and they were my major learning points. These elements include: audio, buttons and changing text/image/color with onclick. To begin, I started to google for results on what it means by interactive storytelling and saw how readers are able to click on selected words and how it brings them to a whole new story. When I started searching for solutions online, I found it hard because I did not know about the term "onclick" beforehand until I found the HTML DOM Events on W3schools. Next, I wanted my typewriter image to play the audio onclick and I continued exploring different types of possibilities. I was able to change both text and gifs back and forth onclick, css styles and to display text with button onclick. These were made possible with the help of online resources (w3schools) and javascript forums (stackoverflow), more importantly, applying my knowledge on creating/calling functions and getting elements by ID.

Under the "Blog – Game Challenge" section, the use of onclick was applied in creating the form. I also created an array of sentences and initialize the rates so that they move randomly according to word count and difficulty level. Other functions were created to begin and end the game, as well as prevent players from cheating and copying the text. Time runs when the game starts and stops when entry is submitted. A pop up/alert box has also been created to inform players of the results and time recorded.

Under the "Tag" section, it is a copy of this report in pdf. Having downloaded many journal articles in previous research, I wanted to try having a

downloadable pdf link in my web blog and I did it by searching for the solution on javascript forum online.