# Instructions

Please read the notes. Every step you do is shown with a 

# What we will build

Go to <https://fi67.github.io/monster_finish/monster.html> and you will see the finished web page.

Refresh the page and a random lightning picture is shown

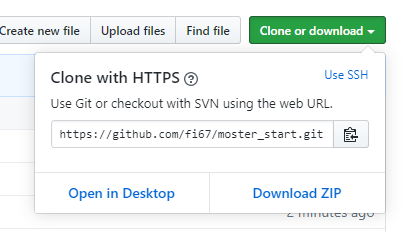
Click the button and see what happens.

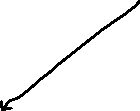
The monster image is made up of 4 pictures – head, eyes, nose and mouth. The program picks a random number to show one of the 10 different versions of each of these.

# Set-Up (with the help of an adult)

If you do not have the files for this class

Go to <https://github.com/fi67/moster_start> and click

Ask an adult to help you download the zipped files and unzip them on your computer



Ask an adult to open a web editor (we suggest visual studio code) and open the monster.js file

Open the monster.html file in a web browser (we suggest Chrome)

Click F12 so you can see the console

# Making random lightning

In monster.js you will see we have already added some code. This is to link the web page you see in the browser with the code you will write.

The first step is to choose a random number between 0 and 2 to pick a random lightning picture to show when the page opens.

Add the following lines of code to choose a random whole number on line 15 under //Random lightning

randomLight = Math.floor(Math.random()\*3);

let myLight = "url(light" + randomLight + ".jpg)";

lightning.style.setProperty("background-image", myLight);

Save the page and refresh the web page a few times to see the different lightning pictures.

# Making random head pictures for the monster

Next, we will spin the head image to pick a random picture.

In the monster.js file, add the following lines of code after the line function makeMe() {

randomNumber = Math.floor(Math.random()\*10);

console.log(randomNumber);

This chooses a random number between 0 and 9, and outputs this to the console (so you can see if the spin is correct)

Under this code add the following lines of code

myDur = 0.5 \* randomNumber;

myPos = 367 \* randomNumber;

In code \* means multiply by.

Each picture is 367px wide, so we need to multiply 367 by our random number to get the correct picture from the strip of pictures for the head.

As we are sliding our strip to the correct picture, each picture we slide past should be there for half a second. So, the total time for the animation is 0.5 multiplied by the number of our picture.

Under this code add the following lines

root.style.setProperty('--positionHead', myPos + "px");

head.style.setProperty('animation-duration', myDur + 's');

This code sets the STYLE of our animation – setting the final picture shown, and the total length of our animation

Under this code add the following lines

head.style.setProperty("animation", "none");

head.offsetHeight;

head.style.setProperty("animation", null);

This code is how you get the animation to run when the button is clicked

Your function code should now look like this

function makeMe() {

randomNumber = Math.floor(Math.random()\*10);

console.log(randomNumber);

myDur = 0.5 \* randomNumber;

myPos = 367 \* randomNumber;

root.style.setProperty('--positionHead', myPos + "px");

head.style.setProperty('animation-duration', myDur + 's');

head.style.setProperty("animation", "none");

head.offsetHeight;

head.style.setProperty("animation", null);

}

Save the page and refresh the web page.

Click the button and you should see a new head picture is chosen

# Making random eyes pictures for the monster

We are going to repeat this code to add random eyes

COPY the code you have added in the function and add it again under the last lot. You should now have this

function makeMe() {

randomNumber = Math.floor(Math.random()\*10);

console.log(randomNumber);

myDur = 0.5 \* randomNumber;

myPos = 367 \* randomNumber;

root.style.setProperty('--positionHead', myPos + "px");

head.style.setProperty('animation-duration', myDur + 's');

head.style.setProperty("animation", "none");

head.offsetHeight;

head.style.setProperty("animation", null);

randomNumber = Math.floor(Math.random()\*10);

console.log(randomNumber);

myDur = 0.5 \* randomNumber;

myPos = 367 \* randomNumber;

root.style.setProperty('--positionHead', myPos + "px");

head.style.setProperty('animation-duration', myDur + 's');

head.style.setProperty("animation", "none");

head.offsetHeight;

head.style.setProperty("animation", null);

}

In the **last** 5 lines of code CHANGE the word **head** to **eyes**, so that you get

root.style.setProperty('--position**Eyes**', myPos + "px");

**eyes.**style.setProperty('animation-duration', myDur + 's');

**eyes.**style.setProperty("animation", "none");

**eyes.**offsetHeight;

**eyes.**style.setProperty("animation", null);

Save the page and refresh the web page.

Click the button and you should see a new head and eyes picture is chosen

# Finishing the program

Repeat part 6 for nose and mouth

Save the page and refresh the web page.

Click the button and you should see a new monster picture is chosen