

Assignment 4: CSS4 grids, Animation, Flexbox

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Due May 13 by 11:59pm **Points** 100 **Submitting** a text entry box or a file upload

April 13: Assignment details will be released weekly through April 26. There will be a lecture the week of May 3, but there will be no assignment.

Part 1: Flexbox

A: Play a game (8 points)

Work your way through either [Flexbox Froggy](http://flexboxfroggy.com/) (<http://flexboxfroggy.com/>) or [Flexbox Defense](http://www.flexboxdefense.com/) (<http://www.flexboxdefense.com/>). When you reach the final screen, take a screenshot. Turn in this screenshot as evidence that you've completed this part of the assignment.

B: Build a web page with Flexbox (25 points)

- You may rebuild a page from previous assignments using Flexbox for layout, or you may create a new page. All pages, as always, must have real content; no Lorem Ipsum or Wikipedia content is accepted.
- You may build your own Flexbox grid system or with Flexbox as it is, with your own media queries or anything else you want to use to style. **Do not, however, download and use a Flexbox grid system! Do not edit an existing grid system, eliminate some things, and call that your own either!** I want you to build your own from scratch.
- Your layout should work in the latest version of Chrome OR Firefox for Mac OR PC (specify your pair when you turn in the assignment).

Part 2: CSS4 Grids

Revisit your web pages from assignment 1 or 2, where you built your page with a custom responsive grid system.

Rebuild the pages with CSS4 grids.

In addition, in at least one location, demonstrate grid reordering. (For example, on the inside page, have the left column show up underneath the right column at smaller screen sizes.)

Include media queries in your work.

You may choose to work with Sass or not. If you do work with Sass, no need to turn in the SCSS files, unless you minify your output CSS. If the CSS is human-readable, you do not need to turn in the SCSS files.

Remember that this site MUST work in Chrome only (not Firefox or any other browser), and Chrome should be configured with experimental features, as described in the videos.

Part 3: CSS Animation and SVG

Please use Google Chrome for this part of the assignment!

Incorporate anywhere into your content for assignment 4 one example of EACH of the following:

1. A **3D transformation** on an element (using perspective)
2. A **1 second transition** of an element's properties from one state to the next when hovered. The element should gradually transition from one state to the other with no sharp "jump cut".
3. An **@keyframe animation**. This animation may use either "from-to" or percentage values in the animation syntax.
4. A manipulation of **one internal element of an SVG element on hover or via other animation technique**. In order to complete this part of the assignment, change the opacity, color, scale or position of one part of an SVG while leaving the other parts of that SVG unaffected. For example, scaling the outline of an SVG image would work, but scaling the **entire** SVG at once wouldn't count!

What Jen cares about

- You write good quality, standards-compliant code.
- You demonstrate all of the requirements in the assignment.

What Jen doesn't care about

- Your graphic design and color matching abilities/inabilities don't matter to me. Neither does your ability/inability to make pretty pictures.
- I don't care about browser compatibility issues. Each assignment should work within the browser requirements stated.

How to turn in your assignment

Turn your assignment in via the Assignments link in Canvas.

Include a Canvas comment or text file in your submission, indicating the following:

- **Flexbox assignment**
 - Include a link to the Flexbox web page that you built.

- Comment your CSS so it's clear where the Flexbox portion of the assignment is located.
- Also include the screenshot of the completion of the game you chose.
- CSS4 Grids assignment
 - URL for your page(s).
- CSS animation and SVG assignment
 - pages & line numbers for the location of each of the four tasks assigned

Oh no! I can't make the deadline!

This project is due on May 13, 2016, at 11:59 PM Eastern time. It is expected that you will turn the assignment in on time.

There are no late passes for this assignment.

There are no regrades for this assignment.

If you find yourself requiring an extension for this assignment, you will need to go through the Extension School's procedure for doing this.

Grading timeline

Grades will be posted online in Canvas. Jen will send an email to the class when these are ready for viewing. This will include your grade for Assignment 4 as well as your final grade.

We follow the standard Extension School grading standard:

- 94-100: A
- 93-90: A-
- 89-87: B+
- 86-84: B
- 83-80: B-
- 79-77: C+
- 76-74: C
- 73-70: C-
- 69 and below: Not good!