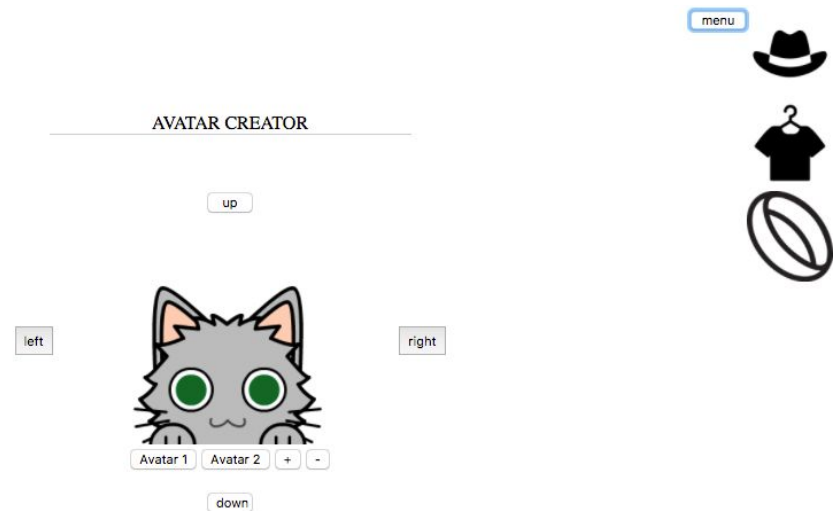**AVATAR CREATOR - /25**

You'll be creating an avatar creating application.

LEVEL 1 - HTML / CSS
Create the following layout with the specs below

- There are 3 <div>, #header, #center, and #menu
- The #header <div> has the word AVATAR CREATOR
  - align the text to center
  - position is absolute
  - it has a left and right of 0px
  - it has a top of 100px
  - margin is auto
  - the width is at 30vw
  - and there's a border-bottom style with a 1px solid #CCC
- The #center <div> is absolutely centered
  - the <div> is dead center with an absolute position
  - the width and height for the <div> is 30vw and 30vh
  - text is aligned to center
  - the <img> inside is at 100% height
  - up/down/left/right <button> are all absolute position with it's own left, right, top, and bottom
  - the avatar1/avatar2/+/- has no styles
- The #menu <div> is fixed to the right top of the screen
  - The #menu <div> has a 75px width
  - The #menu <div> is -75px to the right (hiding itself from the screen)
  - The <img> inside the menu are all 100% width

○ The <button> inside the menu is positioned absolutely with a negative 50px left.
○ The <button> itself is 50px in width

MARKS BREAKDOWN /9
Every incorrect style loses 0.5 marks

LEVEL 2 - SIMPLE JS
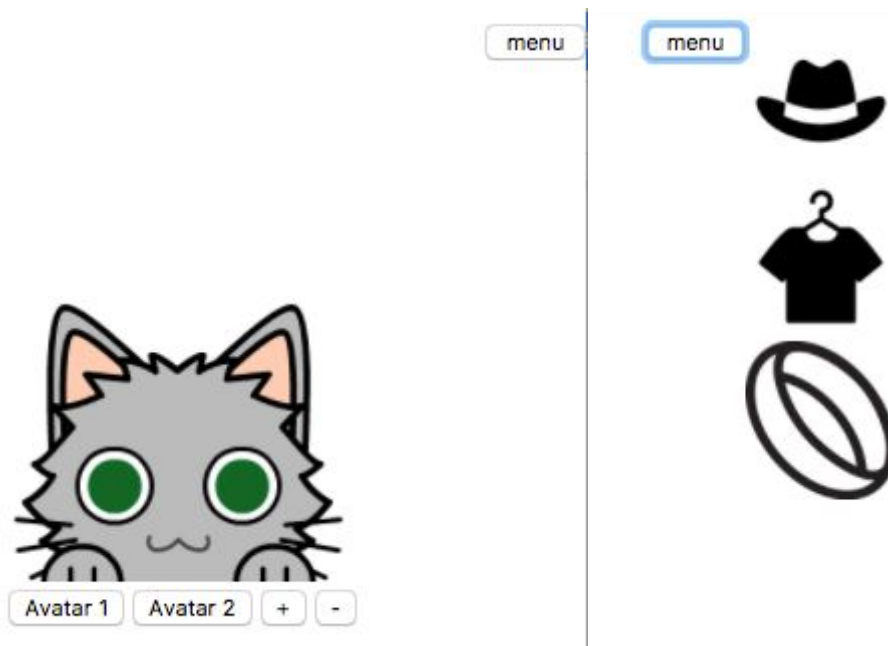
When avatar 1 is clicked on, change the <img> src to ava1.png
When avatar 2 is clicked on, change the <img> src to ava2.png
Use a variable to reference the <img>

When menu is clicked on, move the #menu <div> back to 0px at the right so that the menus comes up
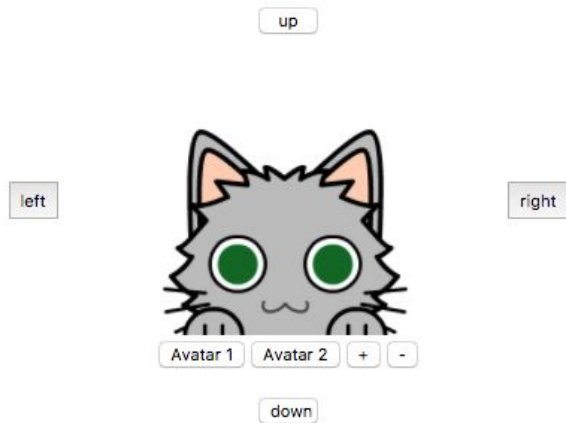
MARKS BREAKDOWN /4
avatar 1 change
avatar 2 change
variable for the <img>
menu moves #menu <div>

LEVEL 3 - CALCULATION JS

Up/Down moves the #center <div> up and down by 7px
Left/Right moves the #center <div> left and right by 7px
+/- increase or decreases the <img> height by 1%

MARKS BREAKDOWN /3
Up/Down/Left/Right Button all moves properly with the correct units
+/- both increases and decreases with the correct units

PROGRESS SO FAR 17/25 = 68%
HINT: THESE WERE ALL IN THE ASSIGNMENT / TUTORIALS AND LABS!

LEVEL 4A - HIDING AND SHOWING THE CONTROLS

Figure out a way to hide the controls using the display style.
The interactions are as follows: When you click on the ava <img> the controls goes away,
but when you click on the #header <div> the controls comes back.

Hint has to do with the css display

MARKS BREAKDOWN /2
Control goes away upon click on the ava <img>
Control comes back upon clicking the #header <div>
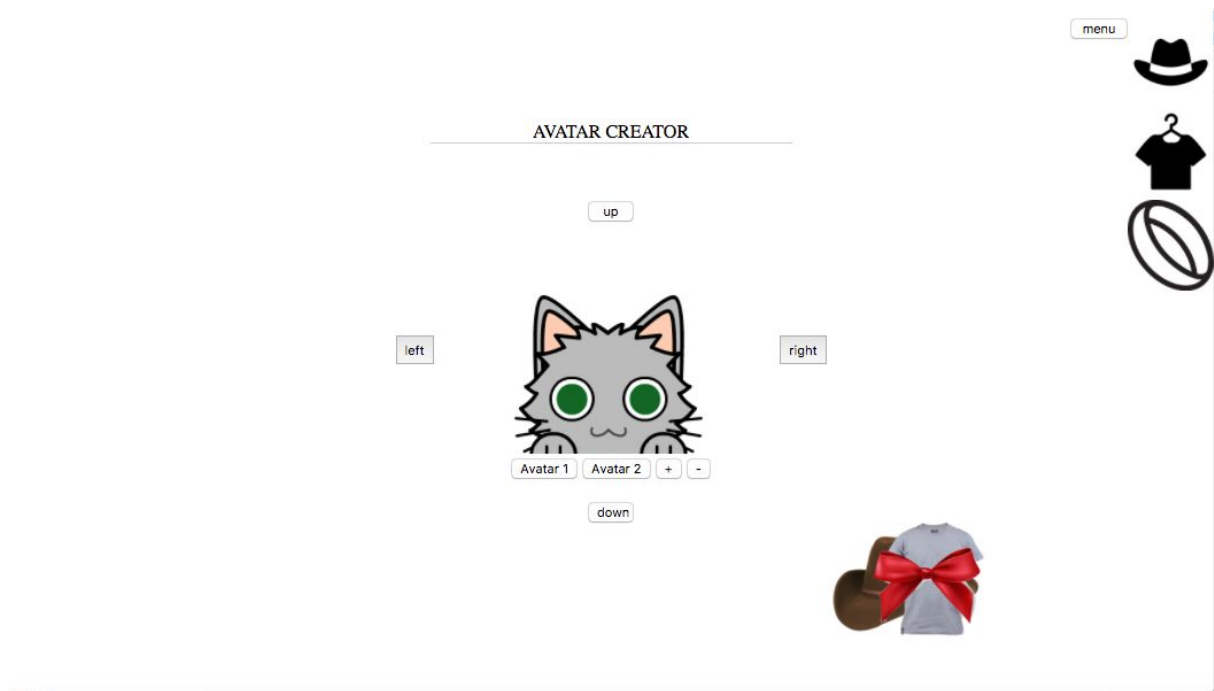
LEVEL 4B - MENU INTERACTIONS

Make 3 <imgs> for shirt, hat, and bow. All of them will be positioned with absolute positions.
The will originally have a display of none.

When you click on the hat button, change the hat <img> display to block.
When you click on the shirt button, change the shirt <img> display to block.
When you click on the ring button, change the bown <img> display to block.

MARKS BREAKDOWN /3

A working interaction and style for hat
A working interaction and style for shirt
A working interaction and style for bow

PROGRESS SO FAR 22/25 = 88%

LEVEL 5 - CHALLENGE MODE

Add a few more buttons below the ring <img>

The objective is to be able to move each <img> individually.

When hat <img> menu is clicked on, the hat <img> that displays can be controlled by up/down/left/right button. Same with the shirt and bow <img> that corresponds with the shirt menu and ring menu.

For now, ignore the teleportation effect
HINT: use a variable

MARKS BREAKDOWN /2
Controls in the menu work with the <img>
Individual <img> can be selected for control

LEVEL 6 - EXTREME /1

Using the function parseInt(), figure out how to fix the teleportation.
HINT: You'll need to set the position values in the Javascript instead of css

BONUS - /2
Add +/- Controls for the Menu

OVERKILL? Maybe... Good Luck!