

Lauren Hong  
January 25, 2024

**Theme:** Spooky Adventures

**Link:** <https://lhong2027.github.io/escape-boo/>

### **Website 1: Try Escaping...**

- For chapter 1, I decided to create a mini game, using a large screen property. I enlarged the body size so that the users must interact to keep scrolling, in order to complete the game. The rules are to find the exit of the maze, without getting caught by the ghost, who is hiding in the dark. When I coded the ghosts, I used the css hovering class so that the ghosts would only appear when the cursor hovers over it. Additionally, it is possible to make the game easier if the user shrinks their screen, because I included a css @media only screen code which will change the background color to a lighter one. Scroll bars are also provided using the ::webkit scroll bar class, so that the users will not get lost. Lastly, JavaScript was used so that the page would come back to the start heading after refreshing the page, where the .scroll left & top property makes the page scroll to the half of the width and height of the entire area.

### **Website 2: Guess Who?**

- In chapter 2, using css @keyframes was the essential code for creating this website. It is also another mini game that is similar to a riddle. The users must find clues by interacting with the ghosts in order to solve the mystery, because once the cursor hovers over, it will change into a description of how each ghost passed away. When coding this effect, I coded different css classes with different background images, so that ghosts could float on the screen with a transparent background. The ghosts were distributed equally using the flex-grid format, and their constant funky movement is purposed to distract the users from solving the mystery too quickly, where I used cubic-bezier for the animation-timing-function setting. The hint and answer is also provided in the corner, which can be checked by hovering it, as css :hover classes were used.

### **Website 3: Search!**

- Chapter 3 is a mini game where the user is required to search for a specific item, which is hidden somewhere in the page. Some scrolling is required because I enlarged the body value, and both css :hover and @keyframes were effectively used to create an engaging experience while completing the quest. I used multiple div elements and used position: absolute to place image elements on a certain location on the page to match with the background, and then gave all of them different css classes to specify their behavior. In

the css classes, I determined how the hidden elements would be revealed through the :hover state, or kept as an animation.