

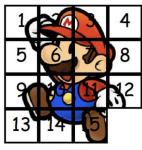
BASIS OF PROJECT

- Use game code from Homework 3.
- Revamp in such a way that allows for creativity, personalization, and PHP!

The goal of the assignment is about JavaScript's Document Object Model (DOM) and events. This is the most comprehensive (and the last) JavaScript exercise. Use the opportunity to get yourself into a Pro.

You will write the following page:

The goal of the fifteen puzzle is to un-jumble its fifteen squares by repeatedly making moves that slide squares into the empty space. How quickly can you solve it?



Shuffle

American puzzle author and mathematician Sam Loyd is often falsely credited with creating the puzzle; indeed, Loyd claimed from 1891 until his death in 1911 that he invented it. The puzzle was actually created around 1874 by Noyes Palmer Chapman, a postmaster in Canastota, New York.

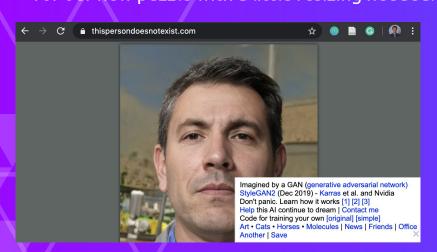


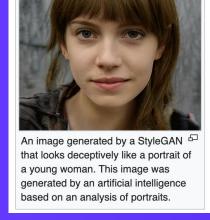
HOW CAN WE MAKE IT BETTER?

THIS PERSON DOES NOT EXIST

- StyleGAN is a novel generative adversarial network (GAN) introduced by Nvidia researchers in December 2018, and open sourced in February 2019.
- Launched website ThisPersonDoesNotExist.com in February 2019 by Philip Wang that shows portraits of AI generated people.

 Images are already in a square aspect ratio, making this the perfect images for our new puzzle with a little resizing needed.





ORIGINAL IDEA

Fetch random image from ThisPersonDoesNotExist.Com

Resize image and use as puzzle background

Refresh website generates a new, random image background

COMPLICATIONS

After many attempts at trying to achieve the transfer of the image data for their website into ours, we could not figure it out. With the impending time constraint of the project, we had to figure out something.



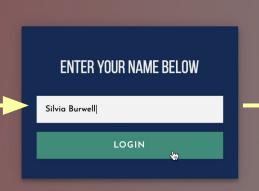
NEW, BUT LESS INTUITIVE SOLUTION

- Pre-download fifteen AI generated faces into an images folder.
- Create Javascript function that randomly picks image from folder.
- Have user hover over puzzle pieces to reveal new random image.
- Everytime website is refreshed, a new puzzle is generated.

LOGIN PAGE



Login.html brings up a login window. Input field has a placeholder "name".



Login button is shaded darker when cursor hovers and cursor become a pointer.

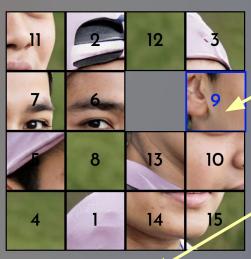
Once button is clicked, the GET and POST methods of PHP are used to copy the data from the input field and into the main puzzle page, fifteen.php.

MAIN PAGE

"THIS PERSON DOES NOT EXIST" PUZZI E

Welcome, Silvia Burwell!

Hover over the squares to see a random, non-existent person. Click the shuffle button to mix up the squares and solve the puzzle. Refresh to solve a new puzzle!



- PHP variable is set to the text entered from the login page, and through the use of the echo
 function, the name is included along the rest of the HTML that make up the page.
- Movable squares outline in blue, along with the text of the number inside the square turning blue.
- Puzzle is pre-shuffled upon window load, but user may click the shuffle button to get a new arrangement of pieces.
- Other features: Background color of both login and main page are dynamic, as the gradient colors move back and forth

