

Trivia Website Project

Filename: trivia_website_project_YOURLASTNAME.html

Instructions: You will work individually to create a “Trivia” website.

Webpage Behavior:

1. When the page loads, a random trivia question and an associated image appears on the page.
 - Example: “What is FF (hexadecimal) in binary?”
2. When the user clicks “Check Answer,” the webpage displays a descriptive message.
 - Example: “Correct. FF (hex) is 1111 1111 binary.”
 - Example: “Incorrect. FF (hex) is not equal to 1000 0000 in binary.”
3. When the user clicks “Next Question,” a new question is randomly generated and displayed on the webpage, along with the image associated to that question.
4. When the user clicks “Toggle Instructions,” the instructions for the game appear if they are currently hidden. If the instructions are visible, pressing “Toggle Instructions” makes them disappear.

Required Features:

In addition to successfully implementing the behavior described above, your website must also have the following features:

1. A title
2. CSS styling that incorporates elements that you have not used on a previous project such as custom colors or fonts
3. A header
4. Descriptive code comments, including a comment before every function
5. At least 6 trivia questions and images
6. Question, answer, and image data should be stored in three arrays of equal length (more details in trivia_website_blank.html).
7. Code that adapts to the length of your array. If you add an extra trivia question later, you should not have change any code inside of your functions.

Video Demo:

Here is a video of the basic behavior your website should exhibit: <https://youtu.be/FFOJR3WYkQ>

Note: You should select the page layout, CSS, images, and difficulty of trivia questions to match your personal tastes rather than trying to reproduce what you see in the example video.

Optional Enhancements:

1. Input validation: If the user submits a blank answer or an answer with invalid characters, display an appropriate error message.
2. Score counter: Display a counter showing the number of questions the player has gotten correct since starting the game and another counter showing the number of questions the player has gotten wrong since starting the game.
3. Custom questions: Create three extra textboxes with the values "New Image," "New Question," and "New Answer" and an extra button with the value "Add Question." Pressing the "Add Question" button should append the image, question, and answer to the appropriate arrays so that they can be randomly selected when the user plays the game.

Code of Conduct Reminder:

This is your first major project in this class, so as a courtesy to you we have included an important reminder: Your teacher asked you to sign a Code of Conduct agreement at the beginning of the year that outlines the difference between reasonable behavior (collaboration/discussion) and unreasonable behavior (academic dishonesty). Please review this agreement and/or check with your teacher if you are unclear on these expectations or the consequences for violating these expectations.