Small assignment II - Contra

Welcome to the world of **Contra**! This is your time to shine. Imagine you are back 30 years ago and you have just finished school and you've been waiting to play a new game you just got. You turn on your 15 inch TV, insert the cartridge into your NES console, press on and fade into another world. Your job is to recreate this moment using CSS! Good luck and most of all have fun!

Template

There is a template provided with this assignment which can be downloaded on **Canvas**. The template includes the following:

- **resources/** - *Includes all images which should be used in this assignment*
- **index.css** - *Includes all the CSS changes you need to make*
- **index.js** - *Includes minimal JS which is used to trigger the animation flow. Is activated when the button on the left aside menu is triggered*
- **index.html** - *Includes all the HTML for this assignment. It should not be edited in any way.*
- **template.css** - *Includes template CSS which should not be changed*
- **demo.mp4** - *A video which shows how the elements should be arranged, animated and in what order*

Rules

1. The HTML within **index.html** cannot be changed and nothing should be added
2. All elements should be animated using CSS3 animations
3. All images should be set using backgrounds

Assignment description

Below is the enlisting of all the functionality that needs to be implemented in this assignment:

- **(70%)** Television

  - **(25%)** The initial state of the television should be at static. The static is shown as lines of different colors. This static must be positioned correctly within the television and created using gradients. The colors should alternate from right to left and from left to right using an animation which should play out indefinitely and be 2 seconds long. The animation should be applied using the CSS selector .static

  - **(15%)** Within the .intro CSS selector the intro image should be applied on the element

  - **(30%)** An animation should be created to play the first level of **Contra** and should be applied using the CSS selector .level-1. The first level image should be positioned correctly within the television and should seem like you are running through the first level. The animation should be linear, it should play for 20 seconds, it should remain where it ended when finished and only be played once (*not on a loop*)

- **(30%)** Cartridge

  - **(15%)** The cartridge should be rotated on the X-axis by 45° and rotated by 30° on the Z-axis as well as put into perspective

  - **(15%)** The cartridge should be inserted into the NES console using animations. The animation should be applied using the CSS selector .move-cartridge. The animation should have a duration of 2 seconds, play once and remain where it ended

When everything is done, feel free to click the button 'Let's play!' and watch the animations unravel.

Submission

A single compressed file (*.zip, *.rar*) should be submitted in **Canvas**. If you are working in groups don't forget to comment the name of your group members (*excluding the one who is submitting*).