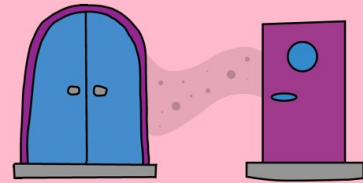




Projects

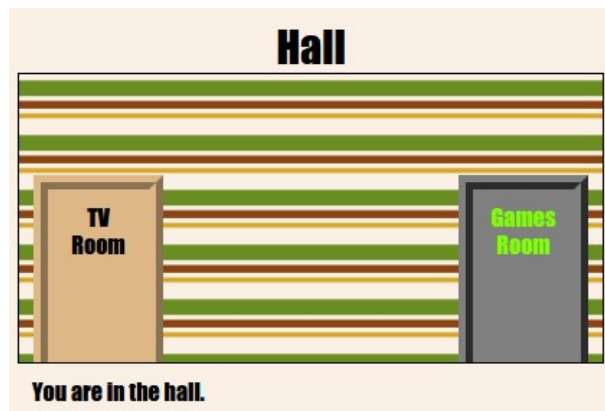
Linked Rooms

Create a web project with several 'rooms' linked together.



Step 1 Introduction

In this project, you'll create a set of linked rooms where each room is a different web page which you can decorate with HTML.



Instructions: Click the doors to move between rooms.

Additional information for club leaders

If you need to print this project, please use the **Printer friendly version** (<https://projects.raspberrypi.org/en/projects/linked-rooms/print>).



Club leader notes

Introduction:

In this project, children are introduced to multiple linked web pages in the same project each with their own CSS file.

Online Resources

We recommend using **trinket** (<https://trinket.io/>) to write HTML & CSS online. This project contains the following trinket:

- **'Linked Rooms' starting point** – [jump to cc/web-rooms \(https://trinket.io/html/f1486ddb24\)](https://trinket.io/html/f1486ddb24)

Children can also make use of this blank trinket (**jump to cc/html-blank**) (<http://jump to cc/html-blank>) to write their own HTML & CSS, or alternatively they can use this template trinket (**jump to cc/html-template**) (<http://jump to cc/html-template>).

There is also a trinket containing a sample solution to the challenges:

- **'Linked Rooms Finished'** – <https://trinket.io/html/ba5d27ec68> (<https://trinket.io/html/eab49f4f06>)

Offline Resources

This project can be **completed offline** (<https://www.codeclubprojects.org/en-GB/resources/webdev-working-offline/>) if preferred. You can access the project resources by clicking the 'Project Materials' link for this project. This link contains a 'Project Resources' section, which includes resources that children will need to complete this project offline. Make sure that each child has access to a copy of these resources. This section includes the following files:

- linked-rooms/index.html
- linked-rooms/style.css
- linked-rooms/script.js
- linked-rooms/prefixfree.js
- linked-rooms/4 x .png images
- template/template.html
- template/style.css

You can also find a completed version of this project's challenges in the 'Volunteer Resources' section, which contains:

- linked-rooms-finished/index.html
- linked-rooms-finished/style.css
- linked-rooms-finished/script.js
- linked-rooms-finished/prefixfree.js
- linked-rooms-finished/4 x .png images

(All of the resources above are also downloadable as project and volunteer **.zip** files.)

Learning Objectives

- This project introduces projects with multiple html pages linked together
- Multiple CSS files are also introduced

This project covers elements from the following strands of the **Raspberry Pi Digital Making Curriculum** (<http://rpf.io/curriculum>):

- **Design basic 2D and 3D assets** (<https://www.raspberrypi.org/curriculum/design/creator>).

Challenges

- "Add another link" – Add a link between pages in the same project;
- "Style and link the Games Room" – Add a link and style a page with its own CSS file.
- "Add more doors!" – Use <div>s as clickable links
- "Add wallpaper to the Games Room" – Add a background image

- “Make it yours!” – Add more rooms using the skills learned
- “Add a key cursor” – A fun optional extra for those who complete the project



Project materials

Project resources

- .zip file containing all project resources (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/rooms-project-resources.zip>)
- Online Trinket containing all 'Linked Rooms' project resources (<http://jump.to/cc/web-rooms>)
- Online Trinket template (<http://jump.to/cc/trinket-template>)
- Online blank Trinket (<http://jump.to/cc/trinket-blank>)
- template/index.html (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/template-index.html>)
- template/style.css (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/template-style.css>)
- linked-rooms/index.html (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-index.html>)
- linked-rooms/style.css (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-style.css>)
- linked-rooms/tvroom.html (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-tvroom.html>)
- linked-rooms/tvroom.css (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-tvroom.css>)
- linked-rooms/wallpaper.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-wallpaper.png>)
- linked-rooms/space-invader.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-space-invader.png>)
- linked-rooms/tiles.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-tiles.png>)
- linked-rooms/star.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-star.png>)
- linked-rooms/stripes.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-stripes.png>)

Club leader resources

- .zip file containing all completed project resources (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/rooms-volunteer-resources.zip>)
- Online completed Trinket project (<https://trinket.io/html/eab49f4f06>)
- linked-rooms-finished/index.html (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-index.html>)
- linked-rooms-finished/style.css (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-style.css>)
- linked-rooms-finished/tvroom.html (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-tvroom.html>)
- linked-rooms-finished/tvroom.css (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-tvroom.css>)
- linked-rooms-finished/gamesroom.html (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-gamesroom.html>)
- linked-rooms-finished/gamesroom.css (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-gamesroom.css>)
- linked-rooms-finished/wallpaper.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-wallpaper.png>)
- linked-rooms-finished/space-invader.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-space-invader.png>)
- linked-rooms-finished/tiles.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-tiles.png>)
- linked-rooms-finished/star.png (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-star.png>)

[0b6bf96027571011919dd6/en/resources/linked-rooms-finished-star.png](https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-star.png))

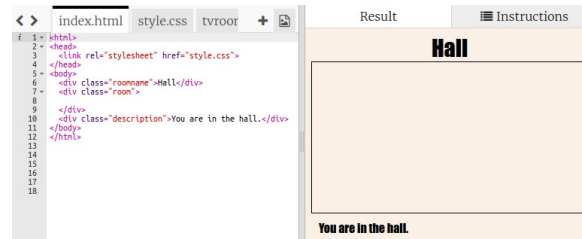
- **linked-rooms-finished/stripes.png** (<https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d88800b6bf96027571011919dd6/en/resources/linked-rooms-finished-stripes.png>)

Step 2 Linking to another web page in the same project

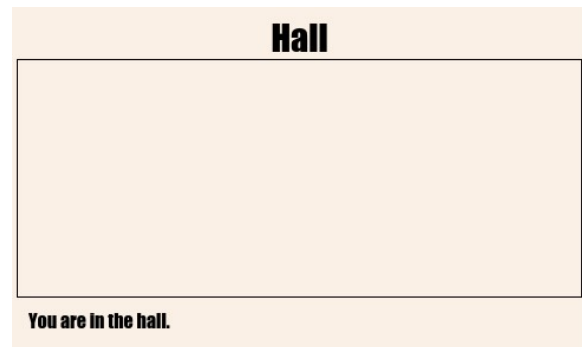
Web projects can be made up of lots of HTML files linked together.

- Open this trinket: **jumpto.cc/web-rooms** (<https://trinket.io/html/f1486ddb24>).

The project should look like this:



- The trinket should autorun and you will find yourself in the Hall:



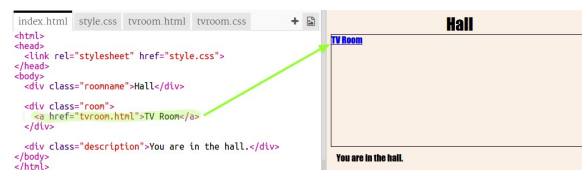
- Look at the list of file tabs for this trinket. Can you see **tvroom.html**? Click on it.



This is another html file in the same project.

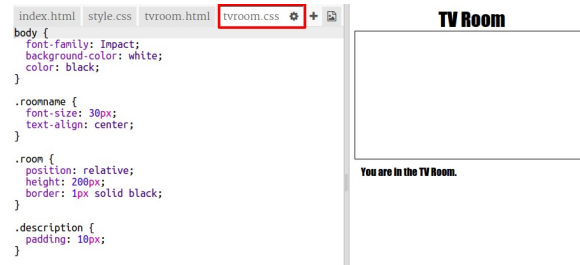
- To get to **tvroom.html** you need to add a link in **index.html**.

Add the highlighted code inside the **<div>** with the class **room**:



- Test your trinket by clicking on the **TV Room** link to see the **tvroom.html** webpage.

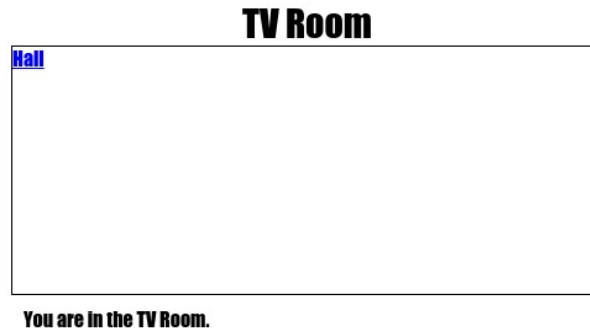
Note that `tvroom.html` also has its own `tvroom.css` style file which defines the layout for this page.



Step 3 Challenge: Add another link

Add an `<a>` link to the `tvroom.html` webpage to get you back to the Hall webpage which is called `index.html`. The link text should be 'Hall'.

The TV Room webpage should then have a clickable link like this:

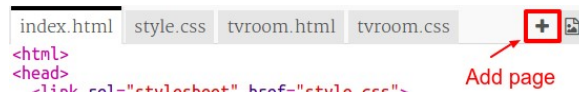


Make sure you test your code. You should be able to move from the Hall to the TV Room and back again by clicking on links.

Step 4 Add another room

Now let's add another room, a **Games Room**.

- Click on the add page + button:



Type **gamesroom.html** as the page name:

![[screenshot]](https://projects-static.raspberrypi.org/projects/linked-rooms/c56236d1fd763d8880b6bf96027571011919dd6/en/images/rooms-games-html.png)

- The HTML for the **Games Room** is very similar to **tvroom.html** so **copy** that and **paste** it into **gamesroom.html**.

Edit the highlighted items so they say Games not TV:

```
<html>
<head>
  <link rel="stylesheet" href="gamesroom.css">
</head>
<body>
  <div class="roomname">Games Room</div>
  <div class="room">
    </div>
  <div class="description">You are in the Games Room.</div>
</body>
</html>
```

- Your **gamesroom.html** now uses **gamesroom.css** which doesn't exist yet.

Create **gamesroom.css** by clicking on the add page + button.

- The CSS for the **Games Room** is very similar to **tvroom.css** so **copy** that and **paste** it into **gamesroom.css**.

The screenshot shows the top bar of the project editor with tabs for 'vroom.css', 'gamesroom.html', and 'gamesroom.css'. The 'gamesroom.css' tab is highlighted in green. Below the tabs, the CSS code for 'gamesroom.css' is displayed:

```
body {
  font-family: Impact;
  background-color: white;
}

.roomname {
  font-size: 30px;
  text-align: center;
}

.room {
  position: relative;
  height: 200px;
  border: 1px solid black;
}

.description {
  padding: 10px;
}
```

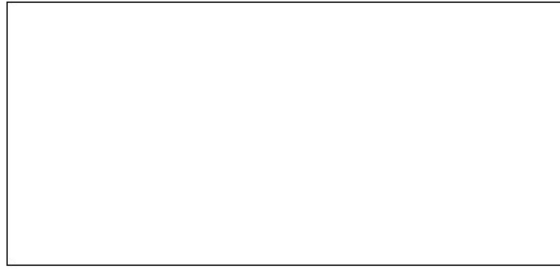
- Add a link from the Hall to the Games room:



- Test your project by clicking on the Games Room link

The **Games Room** should look like this:

Games Room



You are in the Games Room.

Not very exciting, but you can fix that in the next challenge.

Step 5 Challenge: Style and link the Games Room

Edit the HTML and CSS for the **Games Room** so that the webpage looks like this:



Hint: You'll need to change the background colour, font colour and border colour in `gamesroom.css`. The bright green colour is called **chartreuse**.

Hint: You'll need to add an `<a>` link in `gamesroom.html` which links to `index.html`.

Step 6 Make the links look like doors

Links don't just have to be text. Let's make a clickable door using a `<div>`.

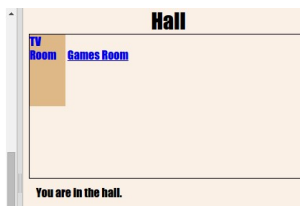
- Open `index.html` and add a `<div>` around the **TV Room** link text. It needs to be inside the `<a>` to make it clickable.

Add `id="hall2tv"` to label it as the door from the Hall to the TV Room so that you can style the door.

```
<div class="room">
  <a href="tvroom.html"><div id="hall2tv">TV Room</div></a>
  <a href="gamesroom.html">Games Room</a>
</div>
```

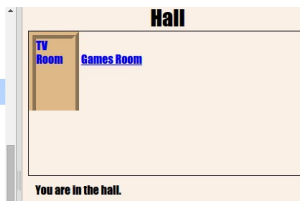
- Click on the `style.css` tab, go to the bottom and add the following CSS to change the size and colour of the door:

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
}
```



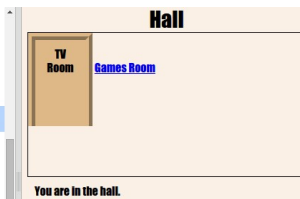
- Test your webpage by clicking anywhere on the door, not just on the text.
- Now let's make it look a bit more like a door by adding a border around three sides:

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
  border: 10px ridge burlywood;
  border-bottom: none;
}
```



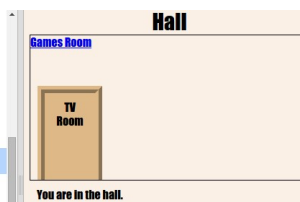
- And let's add some CSS to make the text on the door look better:

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
  border: 10px ridge burlywood;
  border-bottom: none;
  padding: 10px;
  color: black;
  text-align: center;
}
```



- You've probably noticed that the door is floating in the air. Let's fix that by positioning the door inside the room.

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
  border: 10px ridge burlywood;
  border-bottom: none;
  padding: 10px;
  color: black;
  text-align: center;
  position: absolute;
  bottom: 0;
  left: 10;
}
```



- Test your webpage by clicking on the door to get to the **TV Room**.

Step 7 Challenge: Add more doors!

Turn the other links in your project into doors in the same way.

For each door you'll need to:

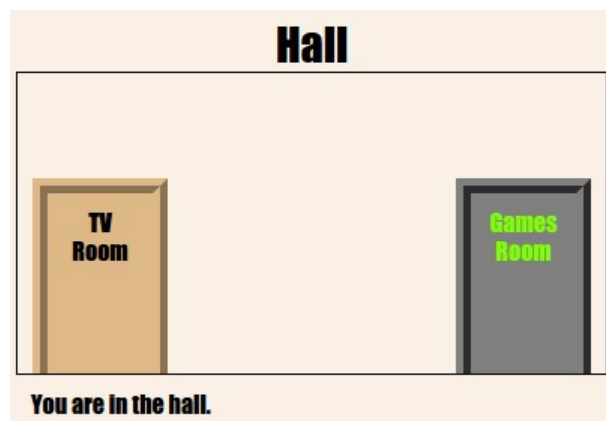
- Edit the door link to use a `<div>` with an id such as `hall2games` so that you can style it.

For example:

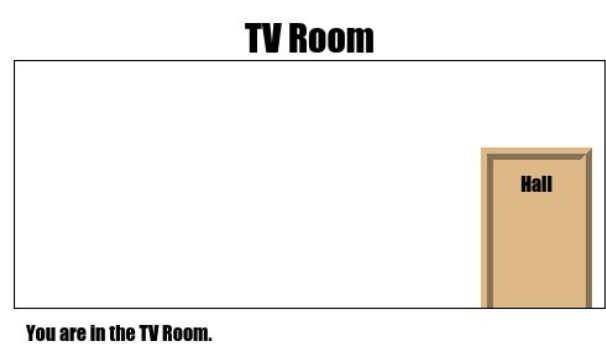
```
<a href="gamesroom.html"><div id="hall2games">Games Room</div></a>
```

- Add CSS for the door id to the `.css` file for its room. Use *copy* and *paste* to save time. You can make each door look different if you like.
- Position the door using `bottom:` and `left:` or `right:`.

The Hall might look like this:



The TV Room should look something like this:

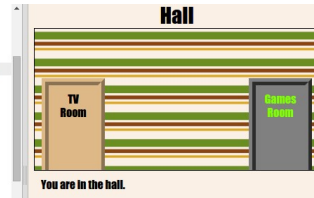


Step 8 Adding a background image

Let's decorate the hall with a background image.

- Edit the `style.css` to add a background image to the Hall:

```
.room {  
  position: relative;  
  height: 200px;  
  border: 1px solid black;  
  background-image: url(wallpaper.png);  
}  
  
.description {  
  padding: 10px;  
}
```



The image will be repeated to fill the whole room.

Step 9 Challenge: Add wallpaper to the Games Room

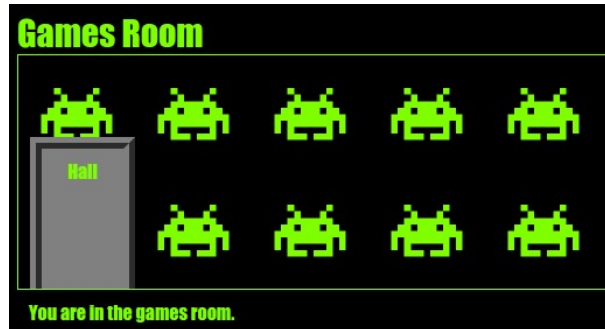
Can you decorate the games room with a background image?

You can use the `space-invader.png` background image which is included in your project.

You'll need to:

- Add a `background-image:` to the `.room` CSS for the Games Room.

The decorated room should look like this:



Step 10 Challenge: Make it yours!

Add more rooms to your project. Remember that you can use **copy** and **paste** to save time and then just change the things that need to be different.

For each room you will need to:

- Create a **.html** file
- Add door links to and from the new 'room'
- Create a **.css** file with the styles for your new room and its doors

You can change the **background-color:** for each room. Click on the images icon to see the background images you can choose from:



Published by **Raspberry Pi Foundation** (<https://www.raspberrypi.org>) under a **Creative Commons license** (<https://creativecommons.org/licenses/by-sa/4.0/>).

View project & license on GitHub (<https://github.com/RaspberryPiLearning/linked-rooms>)