Homework 2: (CSS)
Style your Interactive Story

Assignment Goal:

To attractively style your interactive story using CSS while also adhering to good UI design methodologies such as themed colors & fonts. Use your *Homework 1* files as your starting HTML. Use *Lab 2: CSS* as reference for the various CSS properties. Your interactive story should use a variety of CSS styles for colors, fonts, sizes, spacing, backgrounds, & alignments. This homework requires that all HTML from *Homework 1* must link to a CSS file.

Learning Objective:

You must perform style-related (CSS) decisions for your content. You must effectively use CSS to design an attractive & professional user experience.   You'll have to know how to select HTML elements from the CSS and what properties you should set.

Implementation Advice:

Focus on the CSS properties, using what you've learned in the lab. Here's some tips to make it easier:

- Less is More! Don't use too many colors or fonts on a page. Limit yourself to three complimentary colors and two complimentary fonts.
- Be cohesive, try to have a running theme across all of your HTML pages
- Style each page for ambiance based on the events of that page.
- Break my suggested font limitation for story reasons that make sense!
    - Different fonts may be used for different character dialogue.
    - Different fonts may be used to highlight narrator observations or clues.
    - Different fonts may be used to depict story objects such as handwritten notes.
- Be creative & experiment!
- DON'T BE A PERFECTIONIST! You're just trying to make it enough.
- USE GOOGLE! You'll probably run into roadblocks where you can't figure it out.

Resources:

You must use **Homework 01** to start. You may use **Lab 02** to start!

Showcases & Demos:

https://itch.io/games/html5/tag-interactive-fiction

Grading Rubric

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Part 1: [   Images    ]  Responsive Images, Video, Image effects   [  20%  ]
Part 2: [   Fonts     ]  Font families, Google fonts, text colors  [  20%  ]
Part 3: [   Sizing    ]  Margins, Padding, Widths, Heights          [  20%  ]
Part 4: [ Backgrounds ]  Background colors/images, effects          [  20%  ]
Part 5: [   Aligning  ]  Flexbox, grid                              [  20%  ]
Part 6: [   Bonus     ]  Outstanding Submission;                    [ 0-20% ]
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Why Style your Interactive Story?

1. **CSS Practice:** By repeatedly styling HTML pages, you not only learn the vast collection of CSS properties available to you, but also how they display in the browser.

2. **Portfolio project:** Employers and recruiters commonly prefer candidates who have project portfolios to demonstrate their technical capabilities. This project should aim to illustrate that you are a competent designer who can make attractive web content.

Style Inspirations

- Style based on Story Environments
- Style based on a common theme, such as dark mode, light mode, etc.
- Style based on pre-existing works you like (codepen.io)
- Style based on interesting effects: scrolling transitions, parallax or other effects

Showcase Bonus

Bonus points may be awarded if your CSS styling is attractive & unique, feature-rich, contains interesting effects, and has an overall professional look & feel to it. i.e. it's a worthy showcase project! I'll publish all showcase projects on UNO's web page as a demo for future students. You should cite such projects on your resume.

Submission:

Tools

You only need a Chrome browser to view your work and a code editor to author them.

Submission:

Compress all project folders and files into a zipped file and submit to Moodle.