

# Actividad Flexbox Defense

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## Nivel 1

Flexbox Defense

< Wave 1 of 12 >

Use the **justify-content** property to move these two towers into position. Click the ? button in the stylesheet for a reminder on how the property works.

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: center;
4 }
```

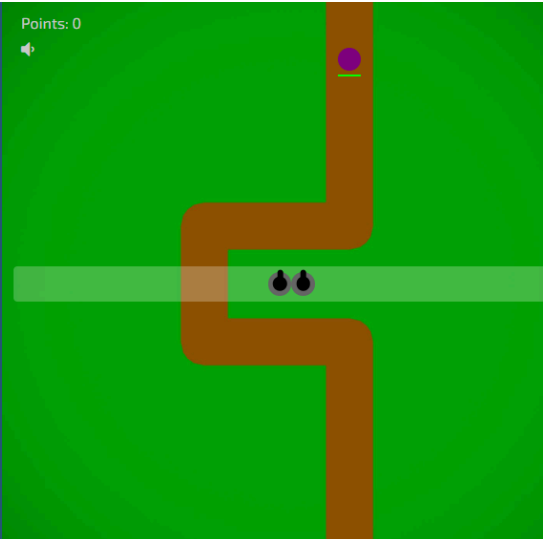
☒ hide tower inputs

Cancel Wave

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[f](#) [t](#) [in](#) [v](#)

Points: 0



## Nivel 2

Flexbox Defense

< Wave 2 of 12 >

Use **justify-content** to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: flex-end;
4 }
5
6 .tower-group-2 {
7   display: flex;
8   justify-content: center;
9 }
10
11 .tower-group-3 {
12   display: flex;
13   justify-content: flex-end;
14 }
```

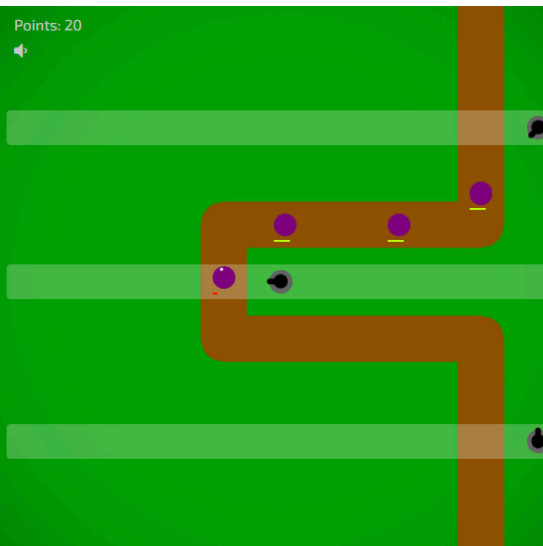
☒ hide tower inputs

Cancel Wave

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Points: 20



## Nivel 3

### Flexbox Defense

Use **justify-content** to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: center;
4 }
5
6 .tower-group-2 {
7   display: flex;
8   justify-content: space-between;
9 }
```

☒ hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

## Nivel 4

### Flexbox Defense

Use **align-items** to move your towers into effective positions.

```
1 .tower-group-1 {
2   display: flex;
3   align-items: flex-end;
4 }
5
6 .tower-group-2 {
7   display: flex;
8   align-items: flex-end;
9 }
```

☒ hide tower inputs

Cancel Wave

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Points: 90

## Nivel 5

### Flexbox Defense

Use **justify-content** and **align-items** to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   align-items: flex-end;
4   justify-content: space-around;
5 }
6
7 .tower-group-2 {
8   display: flex;
9   justify-content: center;
10 }
11
12 .tower-group-3 {
13   display: flex;
14   justify-content: center;
15   align-items: center;
16 }
```

☒ hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

## Nivel 6

### Flexbox Defense

< Wave 6 of 12 >

Use **justify-content** and **align-items** to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: space-between;
4   align-items: center;
5 }
```

hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

The game board for Level 6 features a green background with a brown winding path. A purple ball is positioned at the start of the path. Four black tower icons are placed along the path. The interface includes a code editor on the left with CSS rules for .tower-group-1, a 'Cancel Wave' button, and a 'Points: 0' indicator at the top right.

## Nivel 7

### Flexbox Defense

< Wave 7 of 12 >

Use **flex-direction** to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   flex-direction: column;
4 }
5
6 .tower-group-2 {
7   display: flex;
8   flex-direction: column;
9 }
```

hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

The game board for Level 7 shows a green background with a brown vertical path. A purple ball is at the top of the path. A vertical line of five black tower icons is positioned along the path. The interface includes a code editor on the left with CSS rules for .tower-group-1 and .tower-group-2, a 'Cancel Wave' button, and a 'Points: 0' indicator at the top right.

## Nivel 8

### Flexbox Defense

< Wave 8 of 12 >

Use **flex-direction** and either **justify-content** or **align-items** to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   flex-direction: column;
4 }
5
6 .tower-group-2 {
7   display: flex;
8   flex-direction: column;
9   justify-content:center;
10  align-items:center;
11 }
```

hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

The game board for Level 8 features a green background with a brown path that has a 90-degree turn. A purple ball is at the start of the path. A vertical line of five black tower icons is positioned along the path. The interface includes a code editor on the left with CSS rules for .tower-group-1 and .tower-group-2, a 'Cancel Wave' button, and a 'Points: 0' indicator at the top right.

## Nivel 9

### Flexbox Defense

Wave 9 of 12

Use `justify-content`, `align-items`, and `flex-direction` to move your towers into position.

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: space-around;
4 }
5
6 .tower-group-2 {
7   display: flex;
8   align-items: center;
9   justify-content: space-around;
10 }
```

☒ hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

## Nivel 10

### Flexbox Defense

Wave 10 of 12

Move your towers into position by combining the container property `justify-content` with the item property `order`. Remember that all items have a default order of 0.

```
1 .lower-group-1 {
2   display: flex;
3   justify-content: center;
4 }
5
6 .lower-1-1 {
7 }
8
9 .lower-1-2 {
10  order:3;
11 }
12
13 .lower-1-3 {
14 }
15
16 .lower-group-2 {
17   display: flex;
18   justify-content: space-around;
19 }
20
21 .lower-2-1 {
22  order:3;
23 }
24
25 .lower-2-2 {
26  order:1;
27 }
28
29 .lower-2-3 {
30  order:2;
31 }
32 }
```

☐ hide tower inputs

Cancel Wave

Made by Channing Allen

Points: 0

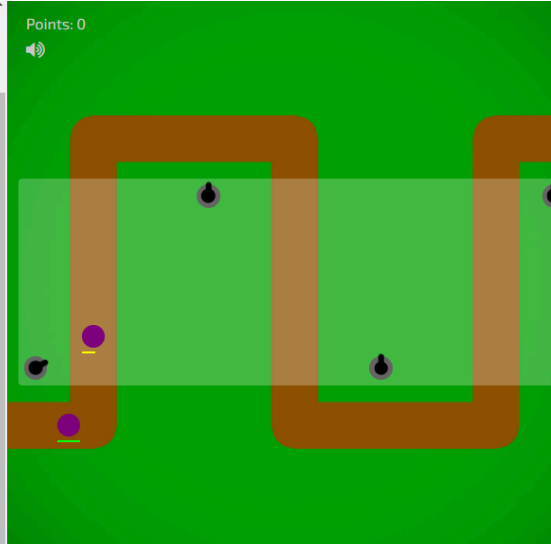
## Nivel 11

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: space-between;
4 }
5
6 .tower-1-1 {
7   align-self: flex-end;
8 }
9
10 .tower-1-2 {
11 }
12
13 .tower-1-3 {
14   align-self: flex-end;
15 }
16
17 .tower-1-4 {
18 }
```

☐ hide tower inputs

Cancel Wave

Points: 0

The game board for Level 11 features a green background with a brown path that forms a large square with an internal cross. Purple circles representing towers are placed at the four corners of the outer square. Black dots representing enemy units are positioned at the intersections of the path. A score of 0 and a speaker icon are visible in the top left corner of the game area.

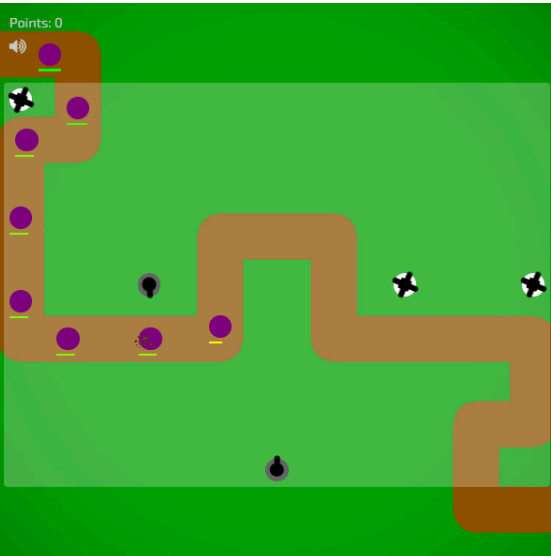
## Nivel 12

```
1 .tower-group-1 {
2   display: flex;
3   justify-content: space-between;
4 }
5
6 .tower-1-1 {
7 }
8
9 .tower-1-2 {
10  align-self: center;
11 }
12
13 .tower-1-3 {
14  align-self: flex-end;
15 }
16
17 .tower-1-4 {
18  align-self: center;
19 }
20
21 .tower-1-5 {
22  align-self: center;
23 }
```

☐ hide tower inputs

Cancel Wave

Points: 0

The game board for Level 12 has a green background with a brown path that starts at the top left, moves right, then down, then right again, and finally down to the bottom right. Purple circles representing towers are placed at the start of the path and at several points along its segments. Black dots representing enemy units are scattered across the green area. A score of 0 and a speaker icon are visible in the top left corner of the game area.