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# Project 3

**Project Description:** A Magic 8-Ball webpage application. Upon the input of a question, the user can shake the Magic 8-Ball and receive its answer. A variety of response types will be available for selection to add extra flavor text. The user’s questions and answers are cataloged as objects in an array so the user can review them later.

**Feature List: (With a list of technical tasks for each feature)**

1. Question Input

* An input box for the user to enter their burning questions.
* A button beside the input box will need to be clicked before the Magic 8-Ball can be interacted with, which makes sure the field has been filled out and records the question in an object that will be updated with the answer once that has been given.

1. Magic 8-Ball “Button”

* Once the button near the input box has been pressed with a valid question entered, the website will let the user know they can now shake (i.e. drag) the Magic 8-Ball.
* A class will be added that sets the display to absolute.
  + This allows the ball to be moved without destroying the layout of the page.
* Using the position of the cursor when the user clicks and holds to update the element’s position in real time, the user can shake around the ball until they let go.
* Once the user lets go of the Magic 8-Ball, it will return to its original position and reveal its answer below.
* The answer is then recorded in the previously mentioned object, with that object joining other question and answer objects in an array that will hold all the previous questions and answers.

1. Table with previous questions and answers

* To refer to previous questions and answers, a table will be updated after each question is asked that displays the previous questions asked.
* You can view up to 5 question/answer pairs at a time, with others being accessible by going to the next page (does not actually change the webpage but rather refreshes the table view to include the next 5 questions and answers.
  + Ex. After hitting next page with the first 5 questions and answers up, questions and answers #6 through #10 will be visible.

1. A menu with different Magic 8-Ball responses available

* The menu will be created when the page loads based off an object with various arrays of possible responses. Each key will hold responses of a certain theme/type (ex. apathetic)
* The user can click on a type they want to use, and it will add the “active” class to that element. Then, when the question is asked to the 8-Ball, it will get the text of that element to use as the key for the response object.
* If the user does not click any type before asking the Magic 8-Ball a question, the standard option is used automatically by adding the active class to the first menu item when the menu first created.