# Laboratory Sheet 2

Extend the adventure game (found on Dropbox):

1. Make it display an image for every location.
2. Add at least one location and a new item.
3. Format the page in a way that the text and images occupy a fixed amount of space, so that controls always appear at the same height.
4. Make the text more interactive. For example, some objects mentioned in the text may be highlighted to indicate that hovering over them will display an additional object description.
5. Try and improve the code, e.g. research into using href='javascript:void(0)' versus href='#' etc.