# Final - Farm Animals

Sarah Massoudi

## Concept/theme

#### Concept:

- You can select different farm animals to take care of and dress up
  - Ocows, chickens, horses, etc. (depending on how much time I have after I figure out basic code)
- Main focus on Javascript functionality on drag and drop and various variables associated with the animals

#### Theme:

- Cartoony style
- Simple fonts and styles

## Inspiration









#### Things I like:

- Cartoon style
- Lots of colors
- Simplistic style of the clothes and divs

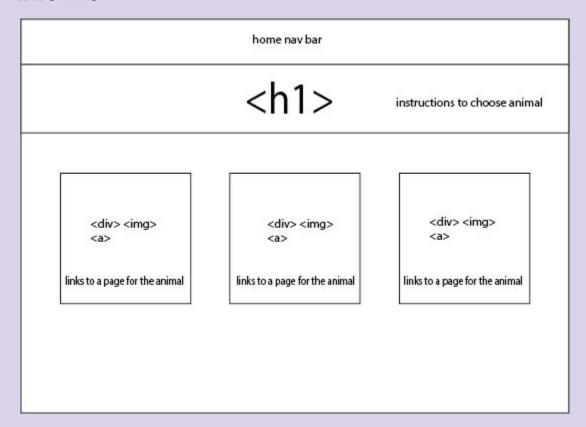
## Concepts I'll use

- Basic html tagging and links
- CSS styling & placement of divs for a more polished look
- JS using variables and functions
- JS my drag and drop function from my midterm for clothing

## Concepts I need to learn

- How to click on an image and change a variable
- How to display a variable
- How to "reset" divs on the page
- Animations?
- Making art for the site
- How to play a sound
- Make draggable elements for mobile

### Wireframe - Home



Wireframe - Each Animal (has different graphics and slightly different code)

<h1> <h2> - stats <h2> - stats home reset <div> <img> <div> <img> <div> <img> main animal image - not draggable brush/pet food <div> <img> <div> <img> <div> <img> <div> <img> draggable clothing draggable dothing draggable dothing draggable clothing

## Site Map

