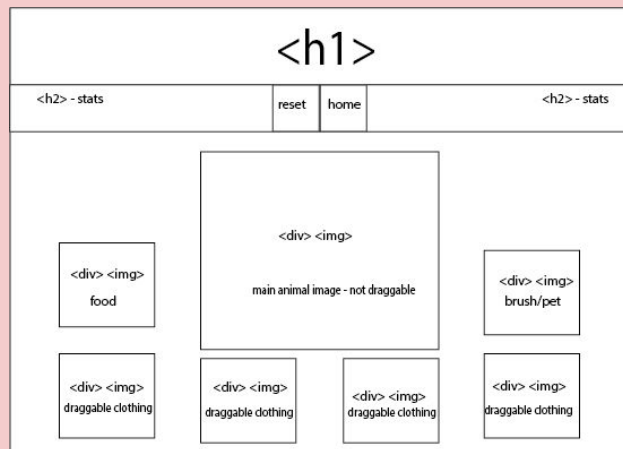
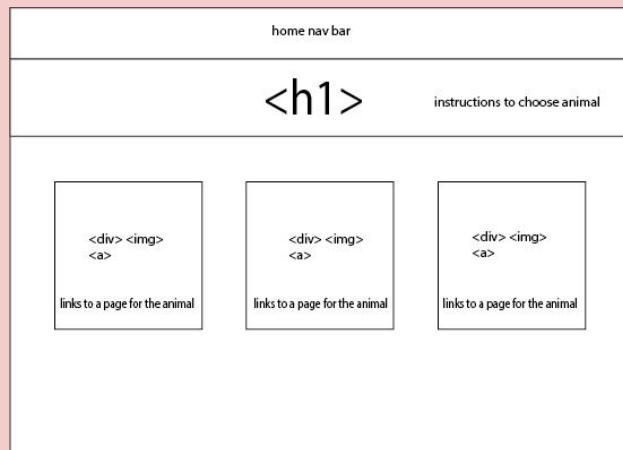


FARM ANIMALS

Sarah Massoudi

Plan

- Idea: farm animal dress-up site
 - 3 animals, different clothing
 - Cartoon style graphics and fonts
 - Red/pink/white color scheme
- 3 animals
 - 3 clothing pieces each
 - Pet button, feed button
 - Fed bar, happiness bar
 - Reset button



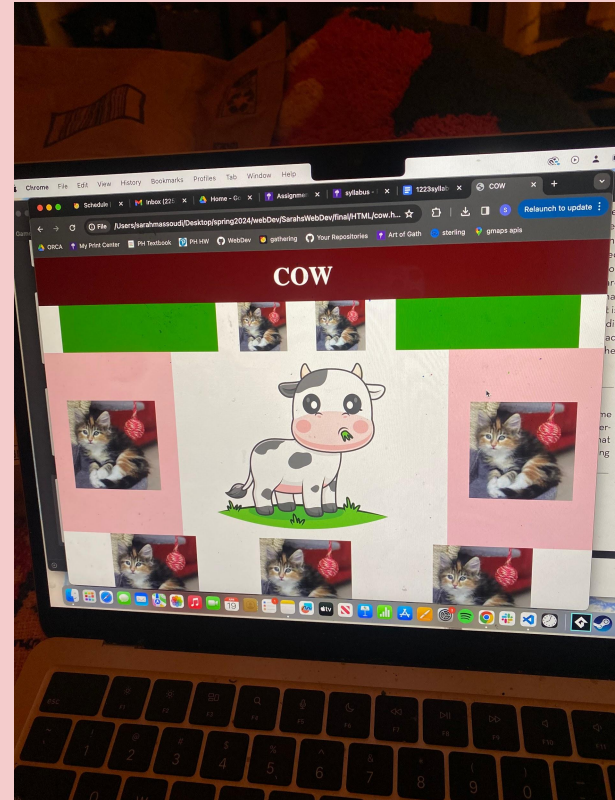
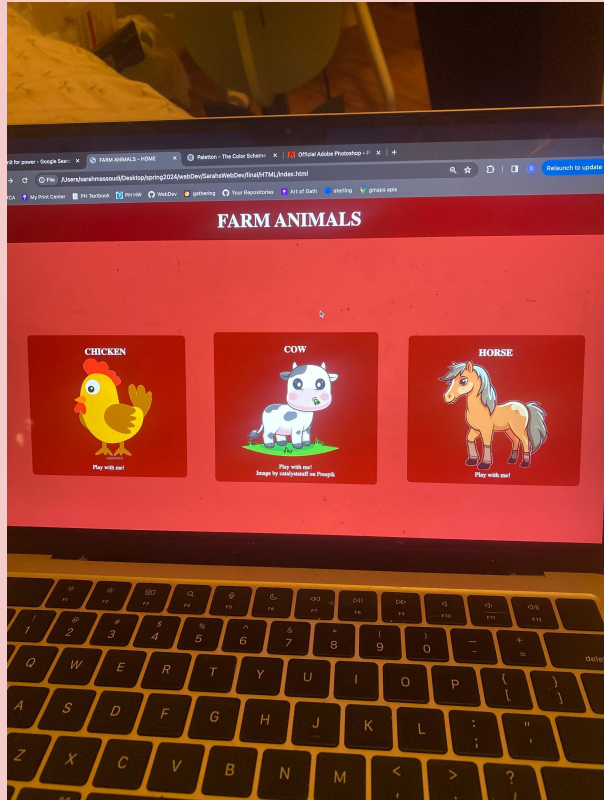
Concepts I learned/Used

- Inline styling through JS
- Linking to GSAP libraries - draggable and basic animation functions
- Event listeners for click and DOM content
- CSS styling
- JS functions
- HTML semantic tagging and naming IDs

Steps for Progress

- Semantically tagged HTML pages with placeholder text and images
- Styled each element
- Worked on JS functions for feeding and petting
- Used GSAP to reset, draggable
- Created graphics

Progress Photos



Code I Learned

```
if (!hunger_bar.style.width) {  
  hunger_bar.style.width = "0%";  
}  
var hunger = Math.floor(hunger_bar.style.width.split("%")[0]);  
  
if (!hap_bar.style.width) {  
  hap_bar.style.width = "0%";  
}  
  
var happiness = Math.floor(hap_bar.style.width.split("%")[0]);
```

```
pet_btn.addEventListener('click', function() {  
  //console.log("clicked");  
  happiness = Math.floor(hap_bar.style.width.split("%")[0]);  
  if (!(happiness >= 100)) {  
    console.log('in if');  
  
    happiness += 10;  
    hap_bar.style.width = `${happiness}%`  
  
    // is this correct syntax??  
  }  
});  
  
feed_btn.addEventListener('click', function() {  
  hunger = Math.floor(hunger_bar.style.width.split('%')[0]);  
  
  if (!(hunger >= 100)) {  
    console.log('hello');  
  
    hunger += 10;  
    hunger_bar.style.width = `${hunger}%`  
  }  
});
```

Code I Learned

```
const hat = document.getElementById("hat");
const scarf = document.getElementById("scarf");
const skirt = document.getElementById("skirt");

//console.log(hat_orig_x, hat_orig_y);

Draggable.create('#hat');
Draggable.create('#scarf');
Draggable.create('#skirt');

const reset = document.getElementById('reset');

reset.addEventListener('click', function() {
  gsap.to(hat,1, {x:0, y: 0});
  gsap.to(scarf,1,{x:0,y:0});
  gsap.to(skirt, 1, {x:0, y:0});
```