**JS ex-machina is all about your first day as a fresh out of university intern at RAINBOW KITTY; a tech company that "specializes" in your favorite language JavaScript. Js ex-machina is a fun chapter based RPG of your adventures trying to solve wacky problems thrown at you throughout the day at work.**

**Learning outcomes**

-How to select something from the DOM and put that somewhere i.e a list or Array

-How to work with Array methods to add/ remove stuff from it.

-How to asynchronously put events on nodes in the DOM so that they perform a task when that event happens.

-How to toggle classes on objects when events are met.

-How to asynchronously change attributes of an element in the DOM (i.e styling).

**THE STORY**

It opens on "YOU" in the bathroom looking at yourself in the mirror trying to sych yourself up for your all too nerve-wrecking first day at work. (It also serves as an exposition for the story of the game.)

Then your first mission:

Your nerves are on the fritz, so much so that you seem to have forgotten what to use to brush your teeth...

You have to help yourself by picking out of an object consisting of 5 items; what you use to brush teeth and setting the answer as a variable.

{option1: “Tar”, option2: “breakfast”,option3: “Milk”, option4: “Toothpaste”,option5: “Imagination”}

After successfully completing this mission you get a fresh smile and have shaken off your nerves allowing you to continue…

You finally arrive at work. You take a breath, open the doors and for a moment you are frozen in place by the wreck in front of you. You are greeted by a zoo of people hammering at their keyboards angrily, mouth breathers spewing fire out of their mouths, a floor carpeted by it seems like millions of papers and dead center of the office; a small desk with a sign hanging on top of it that says “Intern”.

This isn't exactly what you had in mind you say to yourself as you seat down. But before you can continue you are taken aback by screaming coming from your right which is acompanied by a comic book sized onomatopoeia sign saying “A scream… (ahhhh!)”.

Mission 2:

A LADY mid thirties, crazy frizzy hair and bloodshot eyes starts talking to you:

"Intern, help me!!!!! My box, my boxy thingy computer thing!! Peter won't go on, It won't come on. Help me!!!!”

Your mission is to write a self invoking function that sets makes it so that when the button is pressed it launches the function launchPeter();

After that the lady thanks you profusely and you go back to your desk. Just then a guy late 20's with heavy luggage under his eyes and a dirty Internet Explorer shirt on goes up to you to give you your first official task.

Mission 3:

He explains that they have an Internet explorer marketing newsletter that the boss said has to be jazzed up or else… (clearly foreshadowing something). By adding more points to it that are in an already made array.

Your next mission is to write another self invoking function that puts items from an array into an unordered list as list items in the DOM.

MARX comes up to you and snarls then leaves. Hopefully, that means you did a good job.

JEN a jittery and super unfocused person probably the same age as you comes up to you to give you your next mission.

Mission 4

The boss someone Jen mentions everyone is scared of wants you to code a notification pop up for Internet Explorer users.

You have to make a function that outputs a message into an element onscreen but the message (which is stored in an object) has to differ depending on the scenario.

Scenario 1: Update your IE.

Scenario2: Well done for updating.

Scenario3: Why haven't you been using IE… we know your internet history.

What a day you! You say to yourself softly but just then you hear "Intern!!!!!!" Oh, oh, its the boss, if this were a video game I bet this would be the final boss fight but this is just too lame…

Mission 5

The boss, a large lady with a Mrs trenchball esk body nerdy round glasses explains to you her problem. She hates shouting for people and she hates having to walking to their desks cause it feels like it makes her seem weak.

She already had an object all the character in the game umm sorry her employees made with a bunch of nested objects for each one that way she could remember all their names and birthdays and such. She wants you to make add the following functionality to her private app.

1. When she clicks a button (all the buttons have already been set out) labeled with the employees name it triggers a function which you will call callEmployee(employee object key) which will trigger a popup which is an element in the dom with the class the\_boss\_\_summons\_you (all premade) by adding a class called show to it so it appears.
2. Next it will open a pop up on the boss's screen by running another function called employeeInfo which will help her run the meeting better.