1. Submit the url for the shell game with alert boxes.

**<https://vdalmack-su.github.io/ist263/lab11/lab11.html>**

1. Submit the url for the shell game with messages displaying in browser.

[**https://vdalmack-su.github.io/ist263/lab11/lab11\_preview.html**](https://vdalmack-su.github.io/ist263/lab11/lab11_preview.html)

1. Answers to the following questions:
   1. Our shell game is very basic. What functionality do we need to add to make it more like a real game? List at least 3 improvements. I'm not looking for code here, just your thoughts.

Have the images of the shells move so the player can actually have a chance at picking the right one, add some music while the shuffle, shuffle on click or some kind of interaction instead of immediately

* 1. In lecture and lab, we talked about the events: onclick, onblur and onload. Pick one of the other events in the list above and give me a scenario for how you could see it used on a web page.

Onkeydown could be used to make an interactive game, such as pressing “D” = move right

* 1. On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.

Making web based games and V.R.

1. Submit answers to the following:
   1. What questions did you have about the lab? What didn't you fully understand?

None

* 1. What was the hardest part of the lab?

It was all easy and straight forward

* 1. Rate your comfort level with this week's topics.  
     1 ==> I can do this on my own and explain how to do it.