

Connecting Javascript with HTML

(Let the fun begin)

Balloon Pop (proj name: balloon-pop)



Show some balloons and make them go up slowly to the top of the page.

1. Create 2 divs that looks like balloons
 - a. Create a class `.balloon` with:
width, height, border-radius, and position: absolute
 - b. Create classes `balloon1`, `balloon2` with:
background color,
left (so they don't be on top of each other)
2. In Javascript, when page loads, select the balloons (`querySelectorAll`) and make each one of them move up a bit by setting their `style.bottom` in an interval
3. Add your global data structure: `gBalloons` – this is our model!
 - a. This should be an array of balloons objects
 - b. Each object should have 'bottom' and 'speed' properties
4. Set an interval to update the balloon object, and then set the updated values to the balloon elements in the DOM.
5. When a balloon is clicked
 - a. Play a pop sound
 - b. Hide it (by setting the `style.display` to none)
 - c. Bonus: make the clicked balloon fade out
You can achieve this by setting its `style.opacity` and using CSS transition
6. Now after the game works, generate the balloons in JavaScript, and add 3 more balloons. How easy is that?
7. Consider: how to correlate the clicked element and the model? How many different ways you can think of?