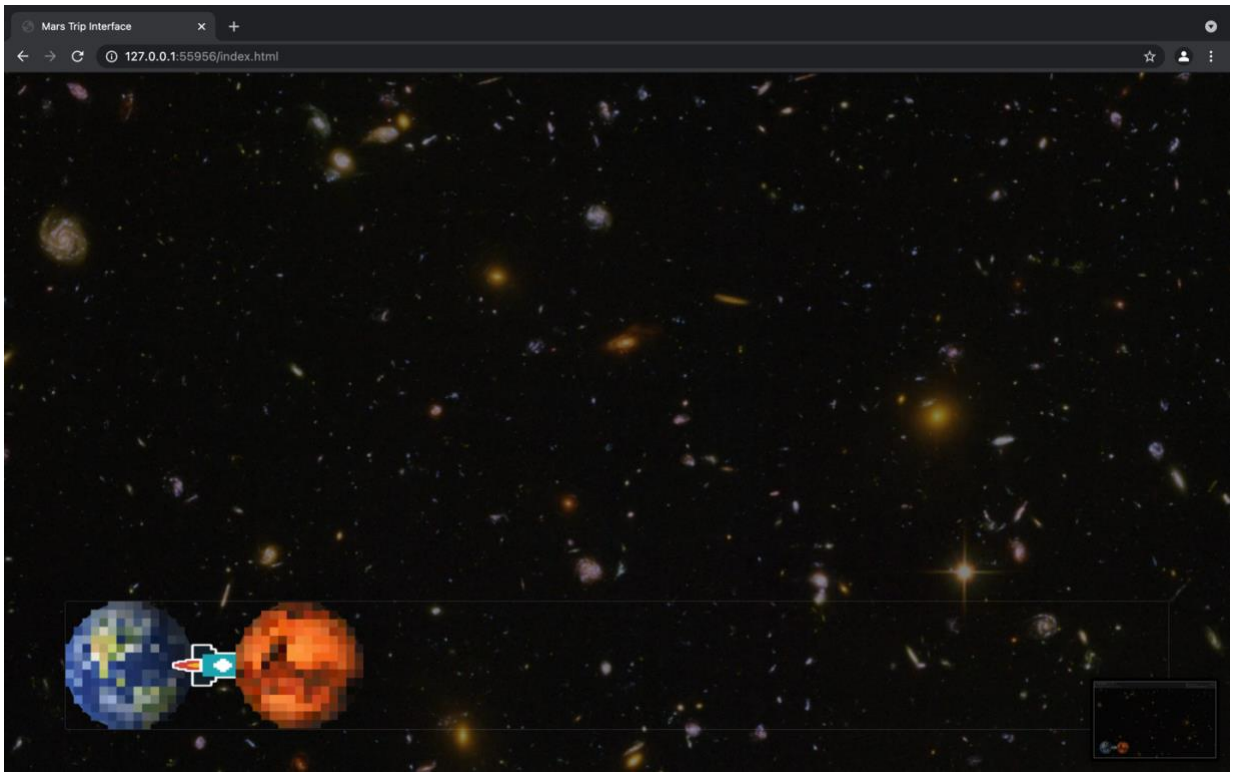
Challenge I - https://wolegna.github.io/PRO2/

Topic – In the first 2 weeks, we discussed about the basics of javaScript, how to use document.getElementById or document.getElementsByClassName to call different html elements, and then got to learn about the most used events and how they can help you further edit html content with innerHTML when certain actions are depicted on the website. At the same time, we also discussed about functions, anonymous or not and what the best use case may be for each one of them, together with the object that and event is linked to. For example, how you can set that a certain functions tarts when the window is loaded, or when a button is clicked on.

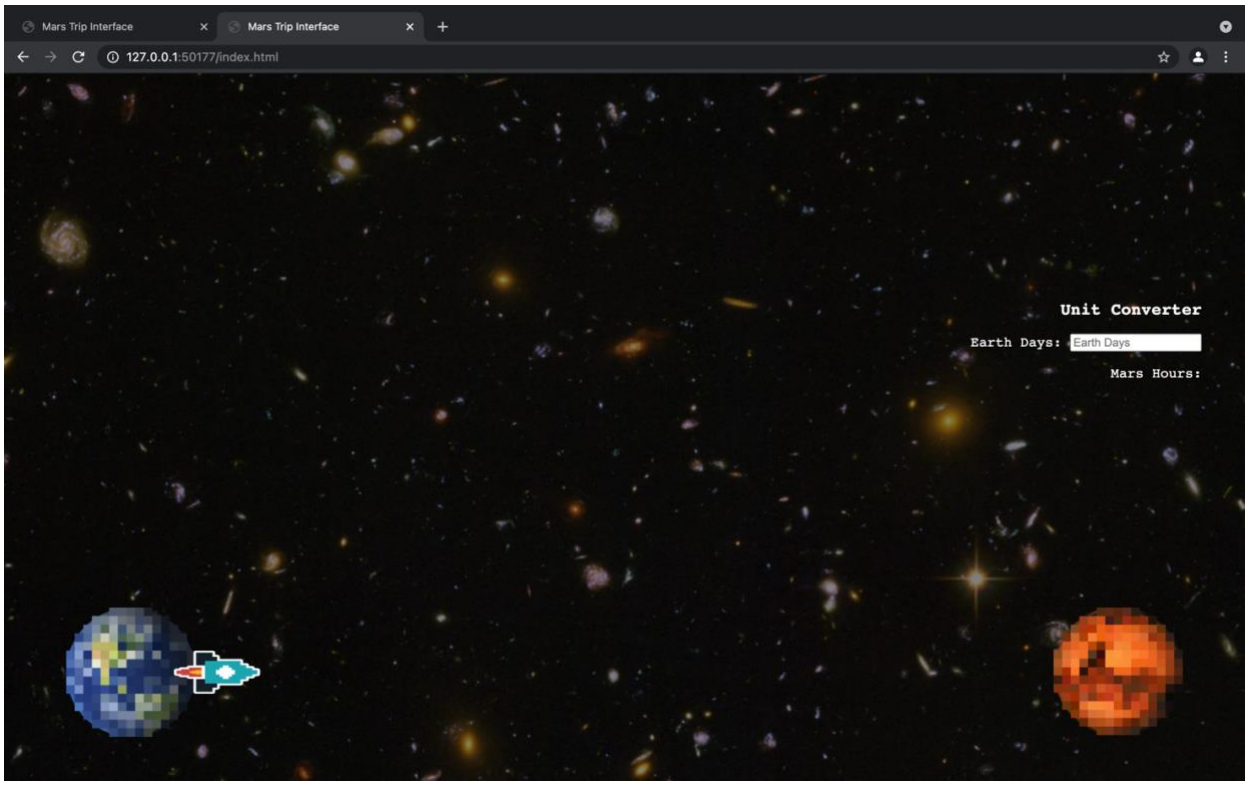
Assignment – We were supposed to design an in-flight interface that would provide useful info to the passengers on their way to Mars while onboard the SpaceX shuttle, in the form of a website controlled by javascript. Pretty simple, right? Well, not for me, as I spent numerous hours just getting an element to float right, and he wouldn't until I found the reason why through a combo of trial and error and checking the box model in the browser tools.

The next day was spent on finding out why my javascript code did nothing although it seemed to have been written correctly. Went on and tried adding event listeners instead of just events, but nothing would work, until I asked a friend to take a look at my code and discovered that my JavaScript files was named script.js, while the file linked in HTML was main.js, which didn't even exist. I spent a full day seeing myself as incompetent and being ready to just resit the course again, but as soon as I changed that, my page worked as expected. From there on it was pretty simple, just worked with the events, added functions and an if/else loop to condition when certain stuff happens, and it turned out pretty good.

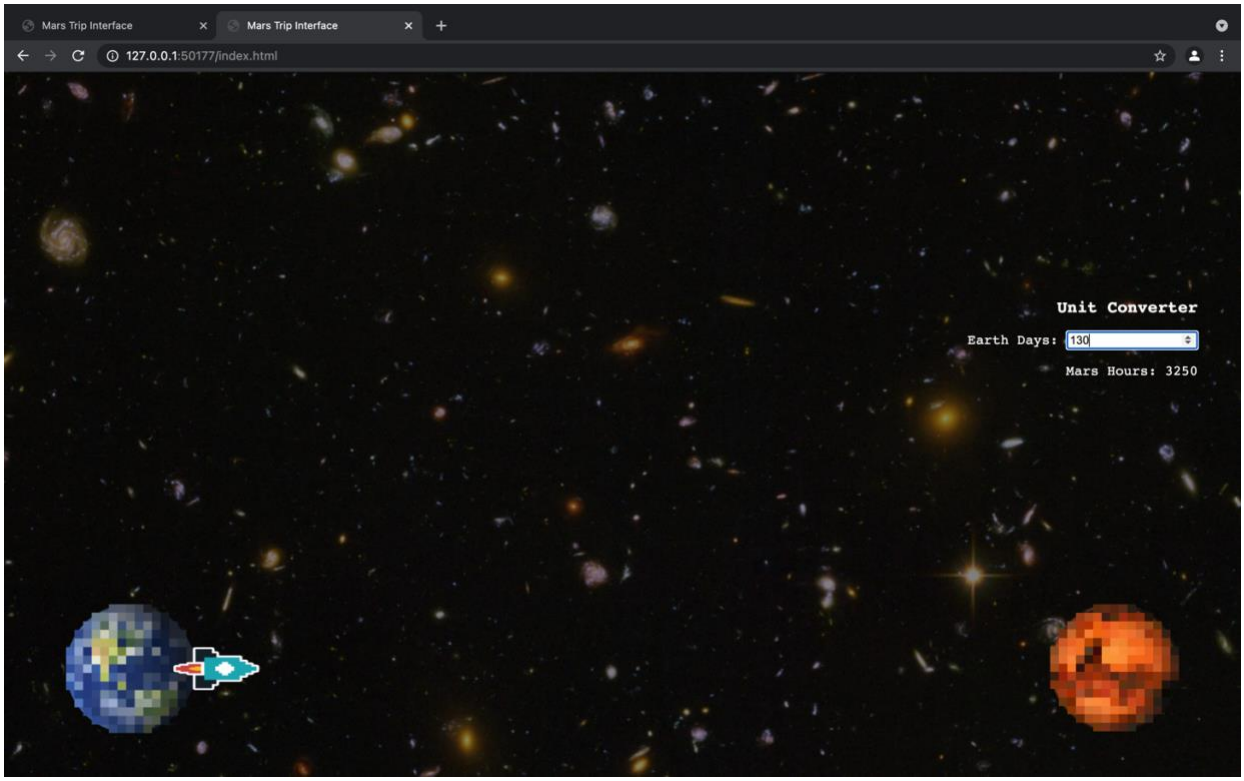
The Result



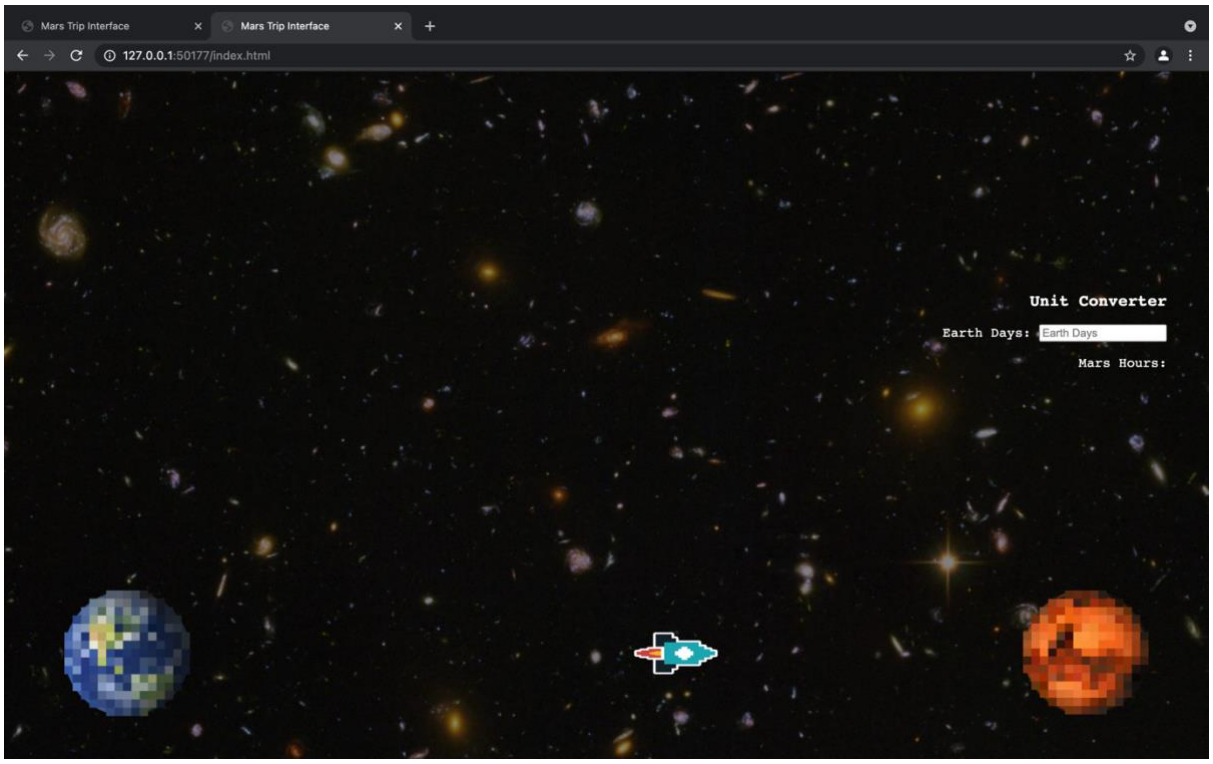
Fighting to get Mars to float right



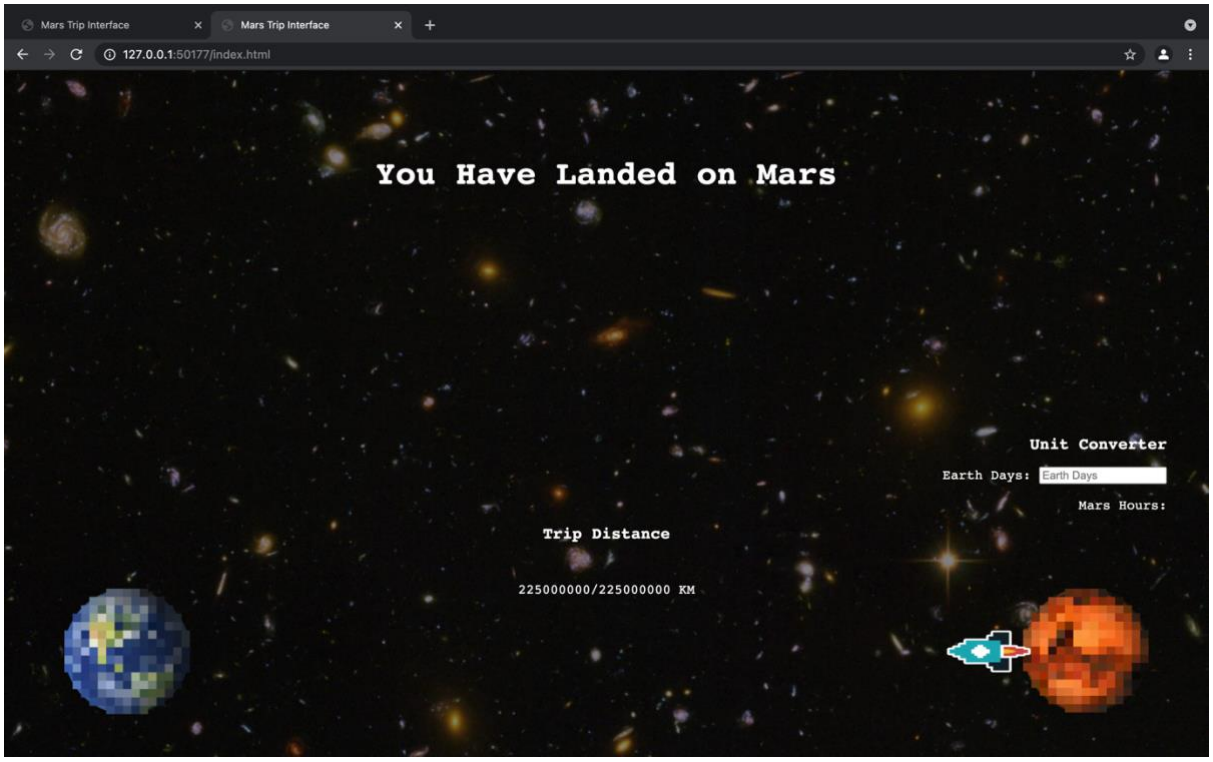
Everything ok with CSS, but JavaScript still won't do anything



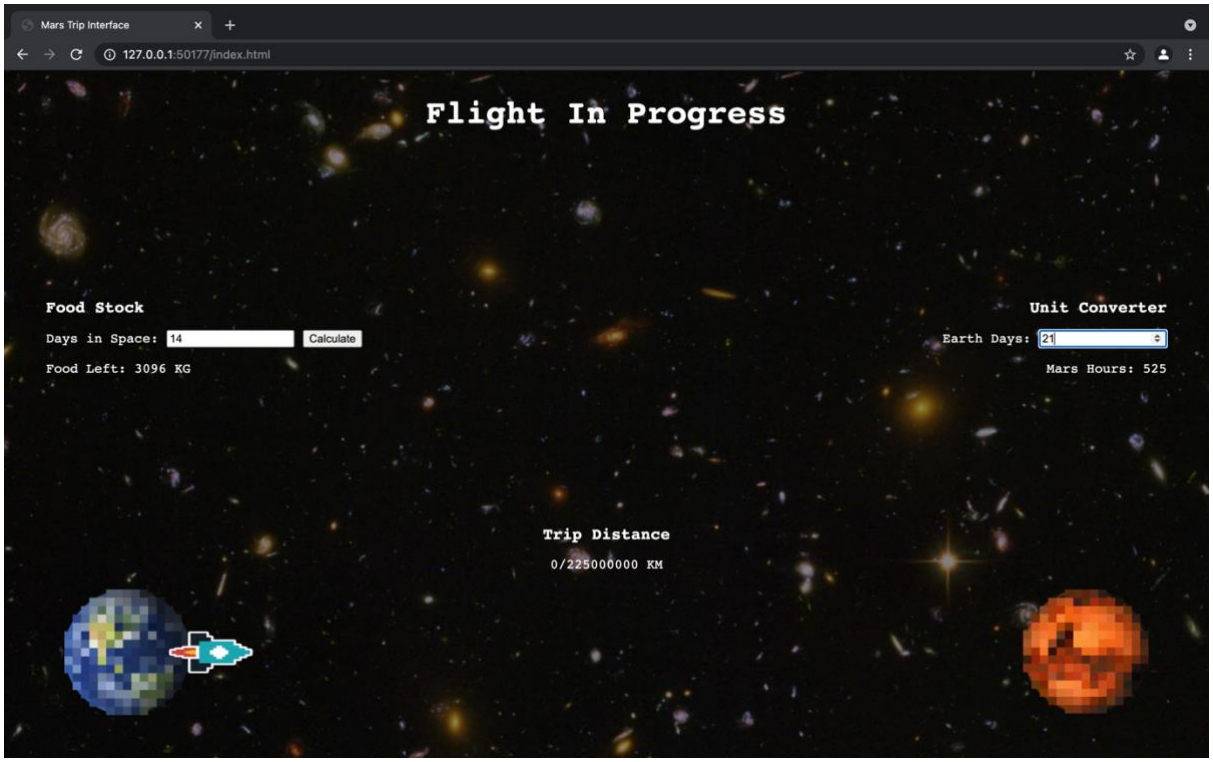
Realized the tiny mistake that cost me 1 day and fixed it, Unit Converter works now, just put in a number of days and it would calculate how many hours that means on mars (doesn't really make sense but it works so I guess it is ok)



Rocket flies now, we're making progress, can make it fly by pressing SpaceBar



Added a working trip meter, and some complementing text at the top, and also made the rocket rotate when reaching Mars.
(only works correctly in fullscreen, as the site is not responsive)



Finally added a food stock calculator that tells you how much food the shuttle has left based on the number of days you have already spent in space