Assignment 2:
Magic 8 Ball

Magic 8 Ball project guide

Possible answers [edit]

A standard Magic 8 Ball has 20 possible answers, including 10 affirmative answers (🟢), 5 non-committal answers (🟡), and 5 negative answers (🔴).

🟢 It is Certain.	🟢 As I see it, yes.	🟡 Reply hazy, try again.	🔴 Don't count on it.
🟢 It is decidedly so.	🟢 Most likely.	🟡 Ask again later.	🔴 My reply is no.
🟢 Without a doubt.	🟢 Outlook good.	🟡 Better not tell you now.	🔴 My sources say no.
🟢 Yes definitely.	🟢 Yes.	🟡 Cannot predict now.	🔴 Outlook not so good.
🟢 You may rely on it.	🟢 Signs point to yes.	🟡 Concentrate and ask again.	🔴 Very doubtful.

Description:
The Magic 8-Ball is a plastic sphere, made to look like an eight-ball, that is used for fortune-telling or seeking advice. It was invented in 1950 by Albert C. Carter and Abe Bookman and is currently manufactured by Mattel. The user asks a yes—no question to the ball, then turns it over to reveal an answer in a window on the ball. We will use HTML, CSS, and JavaScript to recreate this real world object as a functional website.

Goals:
• Manipulate an exisiting script to understand how its parts are working.
• Gain experience with arrays, event handlers, and Math.random() functions.

Guidelines:
You may come up with your own set of responses or use the classic 8 Ball answers. Think about the design and typography of the page and how you can expand upon the original format given the unique parameters of a website. You need not adhere to the Magic 8 Ball aesthetic in any way, in fact I encourage you to stray far from it.

Incorporate at least one level of complication to the provided script. Examples of this could be including a visual change for affirmative, non-commital, or negative answers if(elem.classList.contains('negative')){...}, or creating a button to load a new answer without reloading the page. Think outside of the box and see what kind of interventions you can come up with.

Schedule

Sketch the design of your website and convert it to HTML and CSS. Link the provided code in a separate scripts file and connect the variable selectors to your own HTML elements. Have your phrases loading randomly by next class.

Class will be a workshop day. You'll have a chance to get feedback and troubleshoot in small groups. The rest of the week should be spent finalizing your code and incorporating your complication if you have not already done so.

PROJECT DUE: SEP 30