

AVATAR CREATOR

INSTRUCTIONS - MUST READ

In the zip file, you'll have the following:

1. imgs folder, index.html, preview.js, preview.css

You do **NOT** need to modify preview.css. There are codes written inside index.html and preview.js. You do **NOT** need to modify the existing codes.

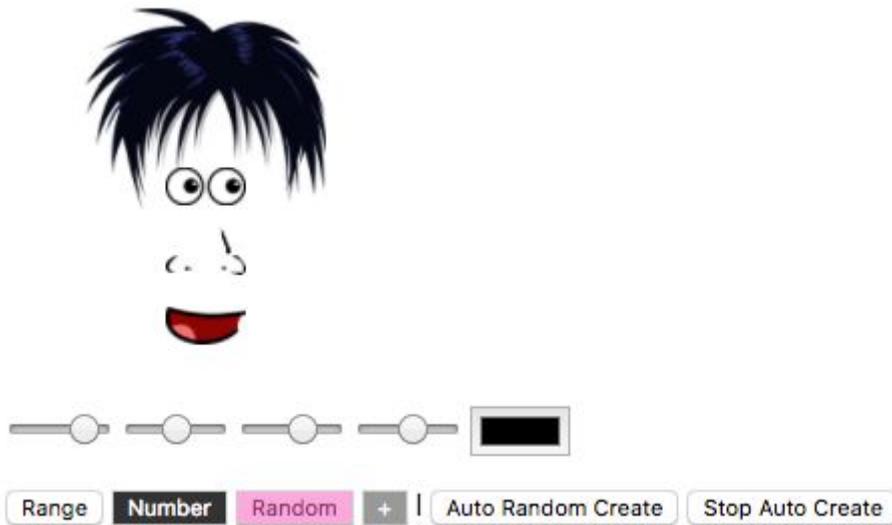
SETUP - /1

Your folder structure should contain the following files

- imgs folder
- index.html
- preview.css
- preview.js
- controls.css
- controls.js

Make sure you `<link>` and `<script>` all the css and js files in index.html.

LEVEL 1 - UI - /5 - controls.css + index.html



Aside from the preview `<div>`, there's also a controls `<div>`, and a display `<div>`.

Populate the controls `<div>` with range and color `<input>`s and `<button>`s to as close to the image above as possible.

All the range `<input>`s have a min of 0

The 1st range `<input>` has a max of 70 and value of 60

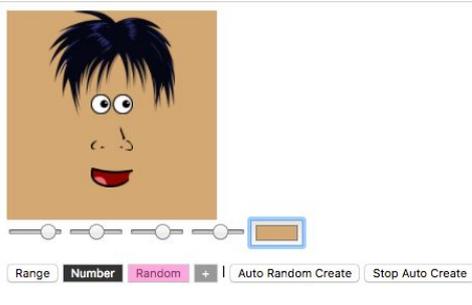
The 2nd range `<input>` has a max of 40 and value of 20

The 3rd range `<input>` has a max of 30 and value of 20

The 4th range `<input>` has a max of 35 and value of 20

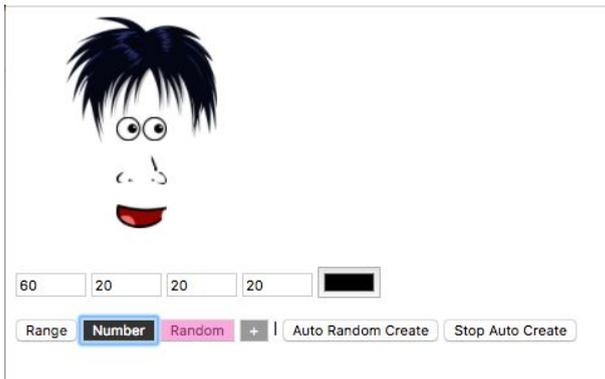
Make sure you stylize everything. The `<input>`s all have the same width (shorter than its default width). The `<button>`s have different background colors and text colors.

LEVEL 2a - SIMPLE JS BACKGROUND COLOR - /1 - controls.js



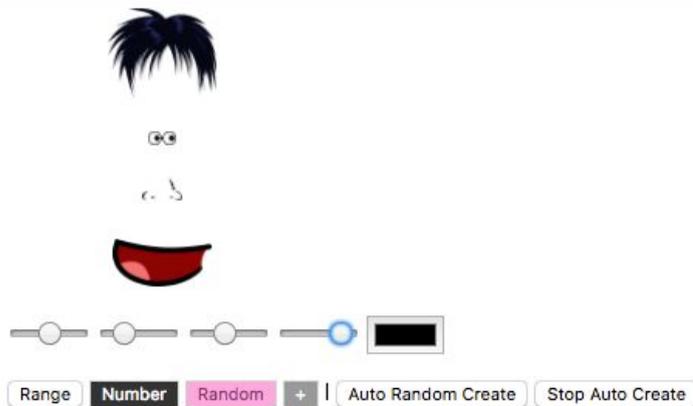
When the color `<input>` is changed, using the "change" event listener, change the background color of the preview `<div>`

LEVEL 2b - SIMPLE JS INPUT TYPE - /2 - controls.js



When the Number <button> is clicked on, change the 4 range <input>s' type to number
 When the Range <button> is clicked on, change the <input>s' type back to range

LEVEL 2c - SIMPLE JS RANGE NUMBER VALUES - /2 - controls.js

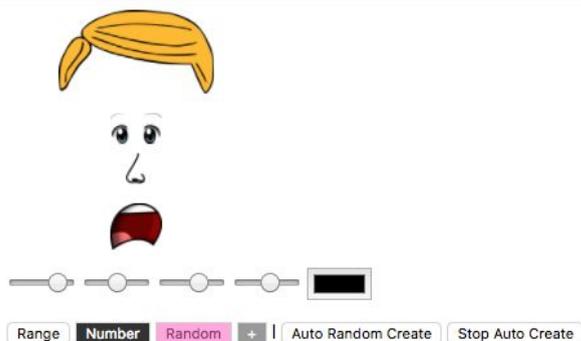


When the range/number <input>s are changed, using the "change" event listener, the width of the s in the preview <div> changes to the <input>'s value in percentages.

EG. Change the 1st range or number <input> to 30 will change the width of the hair to 30%.

- 1st range/number <input> changes the hair
- 2nd range/number <input> changes the eyes
- 3rd range/number <input> changes the nose
- 4th range/number <input> changes the mouth

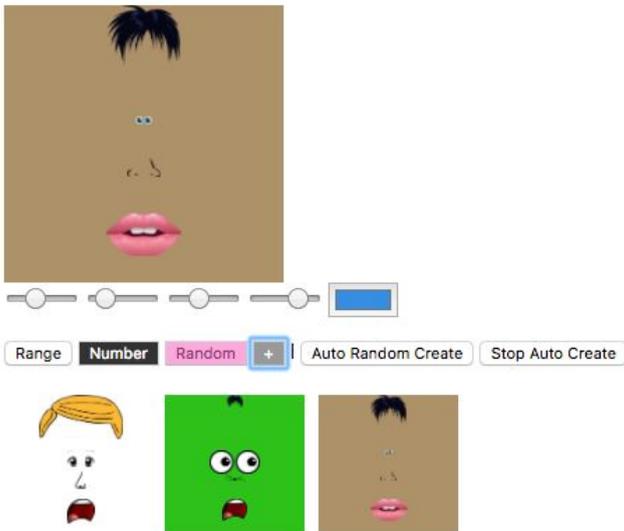
LEVEL 3 - INTERMEDIATE JS IMG SRC WITH NUMBERS & CONDITIONS - /3 - preview.js



Clicking on the hair in the preview will change the hair from hair1 -> hair2 -> hair3 -> hair1 etc.
 Ditto for the eyes, nose, and mouth

Make sure you understand that after the 3rd iteration, it resets back to the 1st iteration.

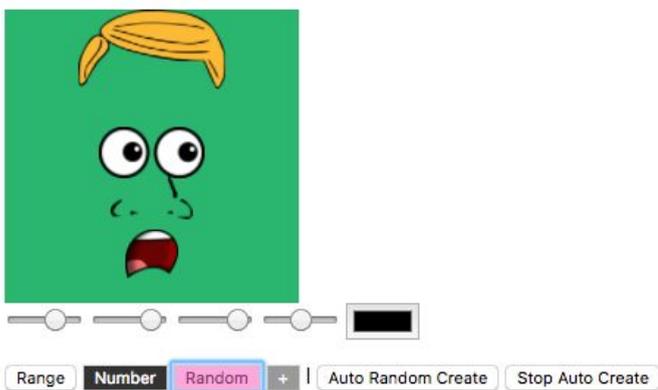
LEVEL 4a - CREATING ELEMENTS - /3 - controls.js



When the + <button> is clicked on, create a <div> that's 100px by 100px. Create 4 s and replicate the preview s src, width, and top. Append the s to the newly created <div>, and append this <div> to the display <div>.

Make sure you stylize everything correctly either with css classes or javascript styles.

LEVEL 4b - RANDOM - /2 - controls.js



When the Random <button> is clicked on. Change the preview s to a random img. Random hair, eyes, nose, mouth, and background color.

Make sure the range/number <input> values are also changed to reflect the new random number.

LEVEL 5a - FUNCTIONS FOR LEVEL 4 - /1

Make the following functions

- createFace()
- randomFace()

Transfer your script from level 4 over to the functions. Call these functions in your <button> event listeners.

LEVEL 5b - FUNCTION FOR LEVEL 2b - /1

Make the following function

- `changeType(type)`

Transfer your script from 2b over. Call this function in your `<button>` event listeners. It should look something like this...

- `changeType("number")`
- `changeType("range")`

LEVEL 6 - INTERVAL CREATING - /1 - controls.js

When the Auto Random Create `<button>` is clicked on, create a new avatar every 500 millisecond interval. When the Stop Auto Create `<button>` is clicked on, stop the interval.

HINT: If you completed LEVEL 5a, then this should be a piece of cake.

BONUS

Whenever you click on a created face in the display `<div>`, remove the `<div>` from the display.