

Teddywaddy Code Club

Activity 2g

Guess the picture

Guess the picture



Click to reveal

<https://trinket.io/html/fe0ca96924>

Guess the picture

In this exercise you will be trying to create a guessing game. The picture is hidden but can be revealed in parts by clicking the mouse.

Firstly, open the trinket reference shown on the front page (if you haven't already!).

Each page has some instructions on what to change.

```
trinket Autorun
index.html
1 <html>
2   <head>
3     <style>
4       * {
5         box-sizing: border-box;
6       }
7     .container {
8       position: relative;
9       width: 400px;
10      height: 400px;
11      margin: auto;
12      text-align: center;
13      border-color: teal;
14      border-style: solid;
15      border-width: 2px;
16    }
17    .text {
18      position: relative;
19      width: 400px;
20      margin: auto;
21      text-align: center;
22      color: black;
23      font-size: 12pt;
24      font-family: arial;
25    }
26    .allBoxes {
27      position: absolute;
28      width: 50%;
29      height: 50%;
30      background-color: teal;
31    }
32    .box1 {
33      top: 10%;
34      left: 10%;
35    }

```

First get the writing looking nicer by changing the colour, size and font.

A font is the style of writing. Other font-family you can try are:

Verdana, Helvetica, Tahoma and Georgia

Next you have to arrange the coloured squares so that they cover up the dragon. There are four squares, each covers one-quarter of the picture.

The image shows a code editor window with the following CSS code:

```
22 }
23
24 .allBoxes {
25     position: absolute;
26     width:50%;
27     height:50%;
28     background-color:
29 }
30 .box1 {
31     top:10%;
32     left:10%;
33 }
34 .box2 {
35     top:20%;
36     left:20%;
37 }
38 .box3 {
39     top:30%;
40     left:30%;
41 }
42 .box4 {
43     top:40%;
44     left:40%;
45 }
46 .image {
47     position: absolute;
48     top:0px;
49     left:0px;
50     width:100%;
51 }
52 </style>
</head>
```

Callout for Box 1:

Box 1 would need to be
top:0%;
left:0%;

Callout for Box 4:

Box 4 would need to be
top:50%;
left:50%;

Box 2 would be top:0%; and left:50%;

Box 3 would be top:50%; and left:0%;

```

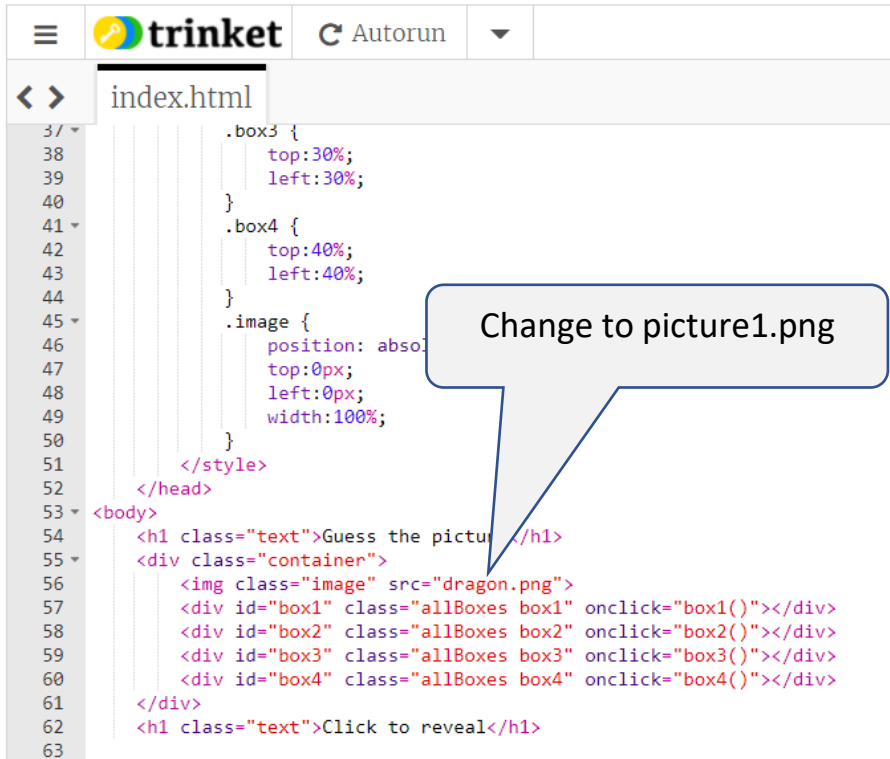
1 <html>
2   <head>
3     <style>
4       * {
5         box-sizing: border-box;
6       }
7     .container {
8       position: relative;
9       width: 400px;
10      height: 400px;
11      margin: auto;
12      text-align: center;
13      border-color: yellow;
14      border-style: solid;
15      border-width: 5px;
16    }
17    .text {
18      position: relative;
19      width: 400px;
20      margin: auto;
21      text-align: center;
22      color: black;
23      font-size: 12pt;
24    }
25    .allBoxes {
26      position: absolute;
27      width: 50%;
28      height: 50%;
29      background-color: teal;
30    }
31    .box1 {
32      top: 10%;
33      left: 10%;
34    }
35    .box2 {

```

Change the border if you like

Change the colour of the boxes

For the best surprise, make sure the four squares are completely covering the dragon before this step.



```
37 }
38     top:30%;
39     left:30%;
40 }
41 }
42     top:40%;
43     left:40%;
44 }
45 }
46     position: absolute;
47     top:0px;
48     left:0px;
49     width:100%;
50 }
51 </style>
52 </head>
53 <body>
54 <h1 class="text">Guess the picture</h1>
55 <div class="container">
56     
57     <div id="box1" class="allBoxes box1" onclick="box1()"></div>
58     <div id="box2" class="allBoxes box2" onclick="box2()"></div>
59     <div id="box3" class="allBoxes box3" onclick="box3()"></div>
60     <div id="box4" class="allBoxes box4" onclick="box4()"></div>
61 </div>
62 <h1 class="text">Click to reveal</h1>
63
```

Change to picture1.png

You can also try *picture2.png* and *picture3.png* to test your game.

Maybe you could bring in a picture of your own to try.