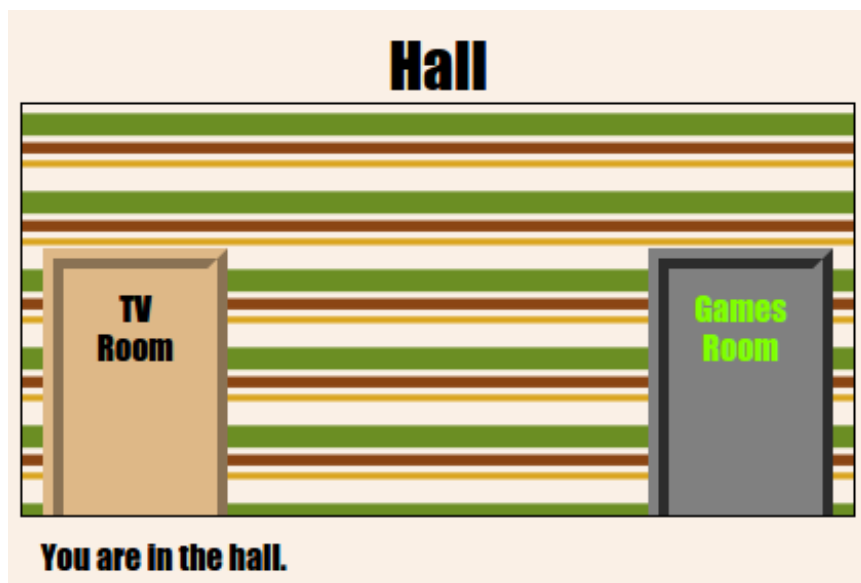


Introduction

In this project, you'll create a set of linked rooms where each room is a different web page which you can decorate with HTML.



Instructions: Click the doors to move between rooms.

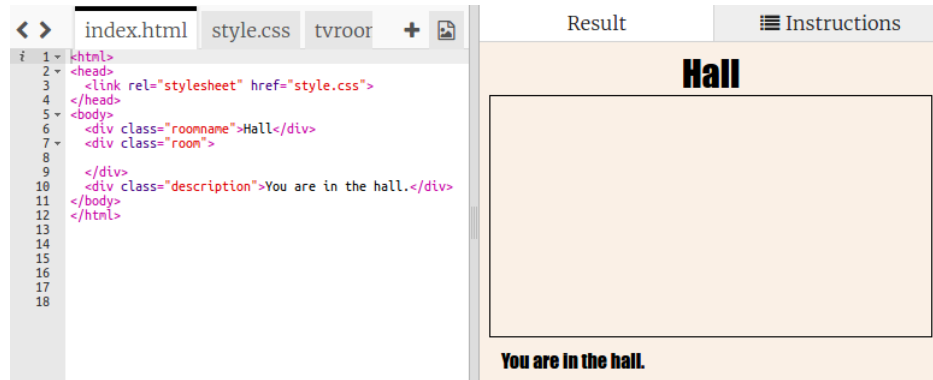
Step 1: Linking to another web page in the same project

Web projects can be made up of lots of HTML files linked together.

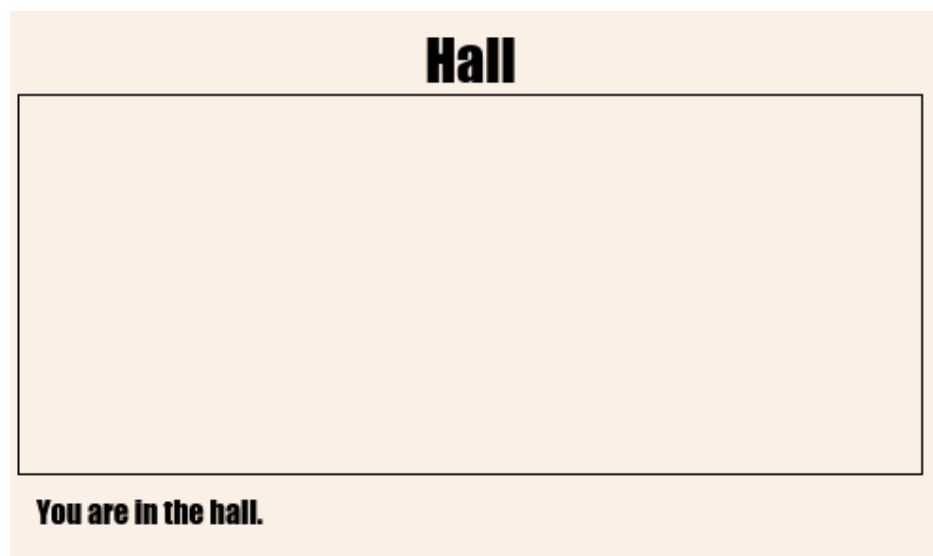
✓ Activity Checklist

- ☐ Open this trinket: jump.to/cc/web-rooms.

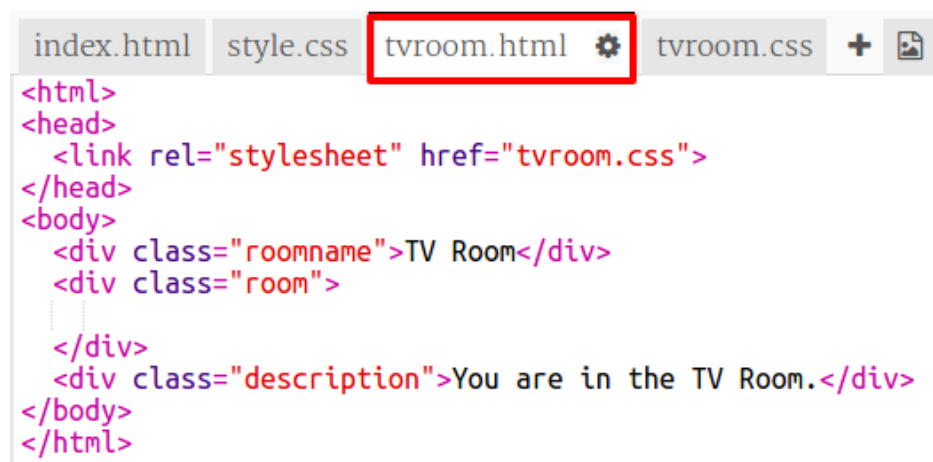
The project should look like this:



- ☐ The trinket should autorun and you will find yourself in the Hall:



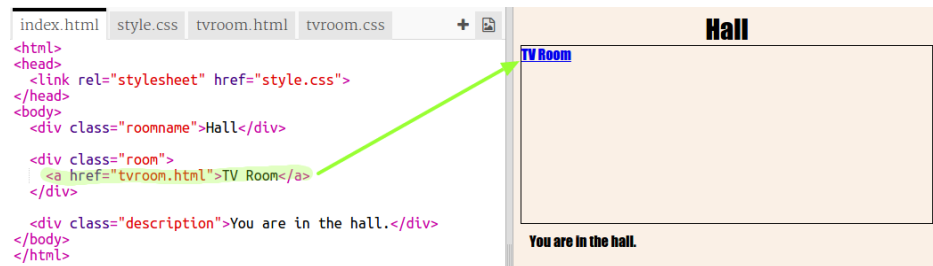
- ☐ Look at the list of file tabs for this trinket. Can you see `tvroom.html` ? Click on it.



This is another html file in the same project.

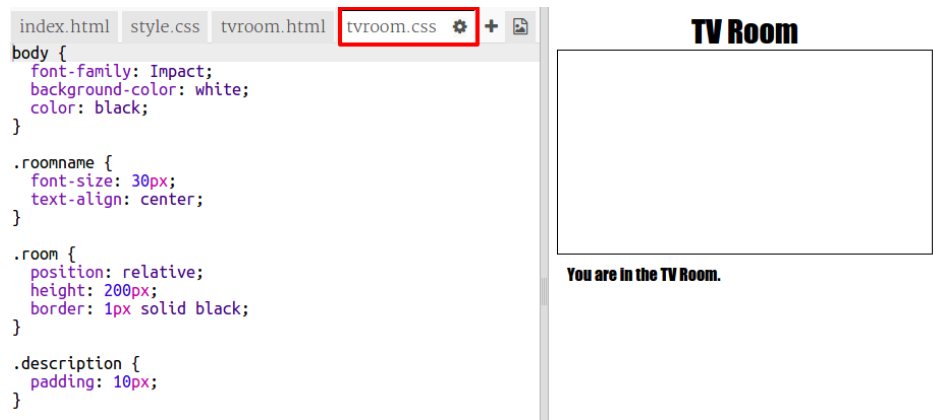
- To get to `tvroom.html` you need to add a link in `index.html`.

Add the highlighted code inside the `<div>` with the class `room`:



- Test your trinket by clicking on the **TV Room** link to see the `tvroom.html` webpage.

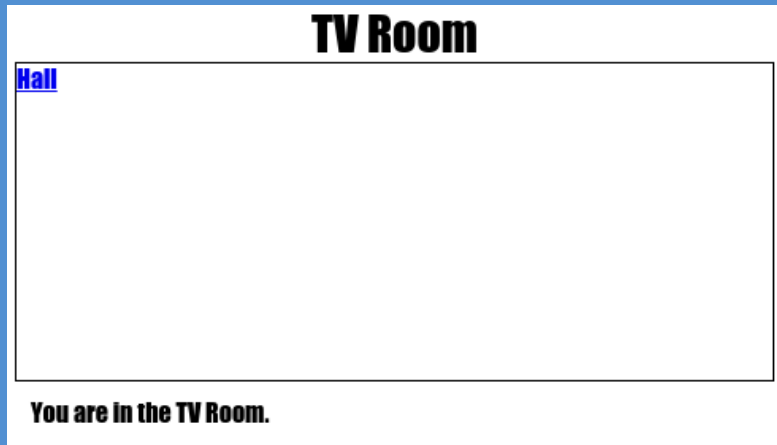
Note that `tvroom.html` also has its own `tvroom.css` style file which defines the layout for this page.



Challenge: Add another link

Add an `<a>` link to the `tvroom.html` webpage to get you back to the Hall webpage which is called `index.html`. The link text should be 'Hall'.

The TV Room webpage should then have a clickable link like this:



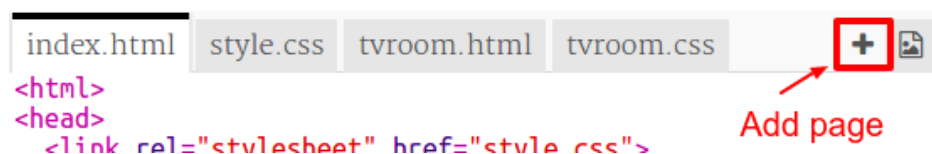
Make sure you test your code. You should be able to move from the Hall to the TV Room and back again by clicking on links.

Save Your Project

Step 2: Add another room

Now let's add another room, a **Games Room**.

- ☐ Click on the add page + button:



Type `gamesroom.html` as the page name:



- ☐ The HTML for the **Games Room** is very similar to `tvroom.html` so **copy** that and **paste** it into `gamesroom.html`.

Edit the highlighted items so they say Games not TV:

```

<html>
<head>
  <link rel="stylesheet" href="gamesroom.css">
</head>
<body>
  <div class="roomname">Games Room</div>
  <div class="room">
    ...
  </div>
  <div class="description">You are in the Games Room.</div>
</body>
</html>

```

- Your `gamesroom.html` now uses `gamesroom.css` which doesn't exist yet.

Create `gamesroom.css` by clicking on the add page + button.

- The CSS for the **Games Room** is very similar to `tvroom.css` so **copy** that and **paste** it into `gamesroom.css`.



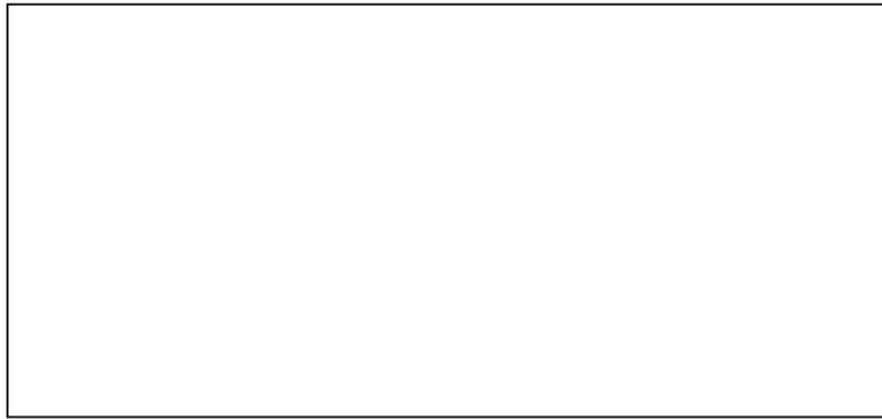
- Add a link from the Hall to the Games room:



- Test your project by clicking on the Games Room link

The **Games Room** should look like this:

Games Room



You are in the Games Room.

Not very exciting, but you can fix that in the next challenge.

Save Your Project

Challenge: Style and link the Games Room

Edit the HTML and CSS for the **Games Room** so that the webpage looks like this:



Hint: You'll need to change the background colour, font colour and border colour in `gamesroom.css`. The bright green colour is called `chartreuse`.

Hint: You'll need to add an `<a>` link in `gamesroom.html` which links to `hall.html`.

Save Your Project

Step 3: Make the links look like doors

Links don't just have to be text. Let's make a clickable door using a `<div>`.

✓ Activity Checklist

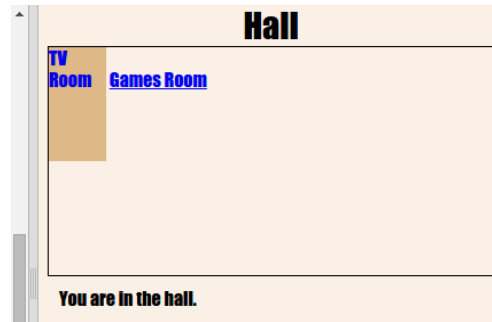
- ☐ Open `index.html` and add a `<div>` around the **TV Room** link text. It needs to be inside the `<a>` to make it clickable.

Add `id="hall2tv"` to label it as the door from the Hall to the TV Room so that you can style the door.

```
<div class="room">
  <a href="tvroom.html"><div id="hall2tv">TV Room</div></a>
  <a href="gamesroom.html">Games Room</a>
</div>
```

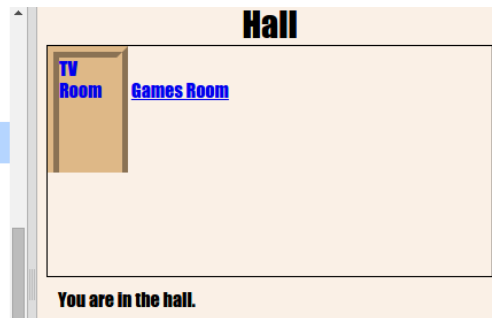
- ☐ Click on the `style.css` tab, go to the bottom and add the following CSS to change the size and colour of the door:

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
}
```



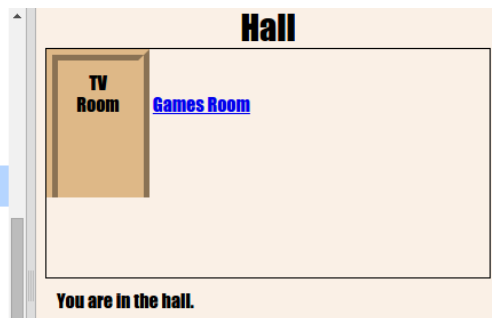
- ☐ Test your webpage by clicking anywhere on the door, not just on the text.
- ☐ Now let's make it look a bit more like a door by adding a border around three sides:

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
  border: 10px ridge burlywood;
  border-bottom: none;
}
```



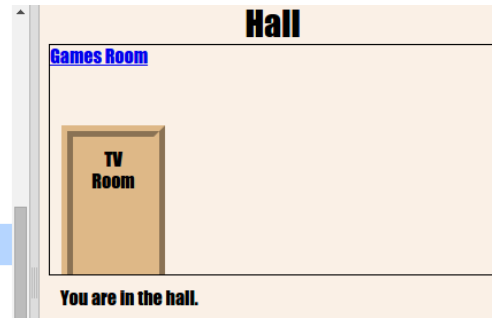
- ☐ And let's add some CSS to make the text on the door look better:

```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
  border: 10px ridge burlywood;
  border-bottom: none;
  padding: 10px;
  color: black;
  text-align: center;
}
```



- ☐ You've probably noticed that the door is floating in the air. Let's fix that by positioning the door inside the room.


```
#hall2tv {
  width: 50px;
  height: 100px;
  display: inline-block;
  background-color: burlywood;
  border: 10px ridge burlywood;
  border-bottom: none;
  padding: 10px;
  color: black;
  text-align: center;
  position: absolute;
  bottom: 0;
  left: 10;
}
```



- ☐ Test your webpage by clicking on the door to get to the **TV Room**.

Save Your Project

Challenge: Add more doors!

Turn the other links in your project into doors in the same way.

For each door you'll need to:

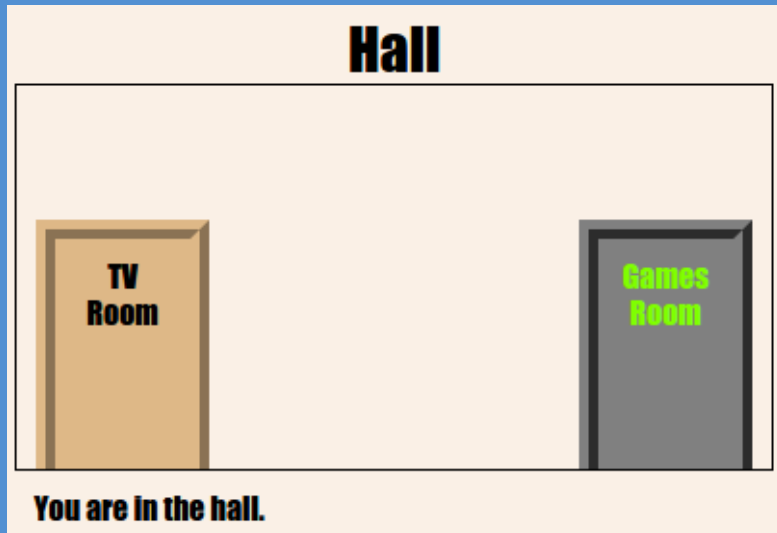
- ☐ Edit the door link to use a `<div>` with an id such as `hall2games` so that you can style it.

For example:

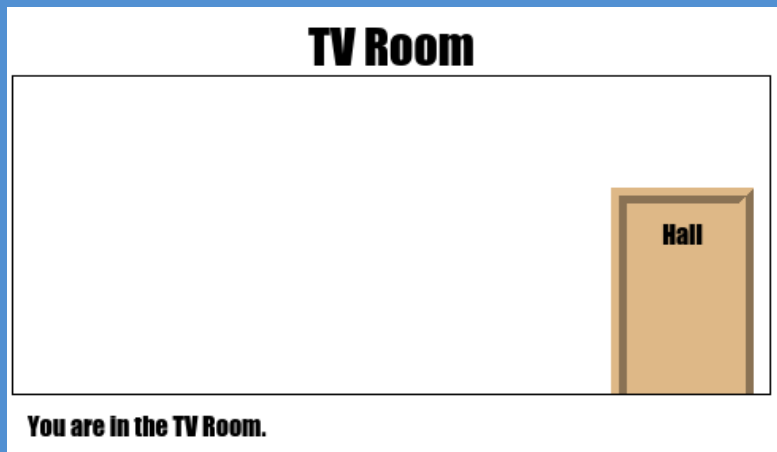
```
<a href="gamesroom.html"><div id="hall2games">Games
Room</div></a>
```

- ☐ Add CSS for the door id to the `.css` file for its room. Use *copy* and *paste* to save time. You can make each door look different if you like.
- ☐ Position the door using `bottom:` and `left:` or `right:`.

The Hall might look like this:



The TV Room should look something like this:



Step 4: Adding a background image

Let's decorate the hall with a background image.

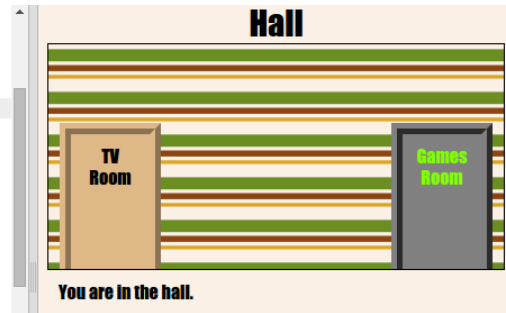
✔ Activity Checklist



Edit the `style.css` to add a background image to the Hall:

```
.room {
  position: relative;
  height: 200px;
  border: 1px solid black;
  background-image: url(wallpaper.png);
}

.description {
  padding: 10px;
}
```



The image will be repeated to fill the whole room.

Save Your Project

Challenge: Add wallpaper to the Games Room

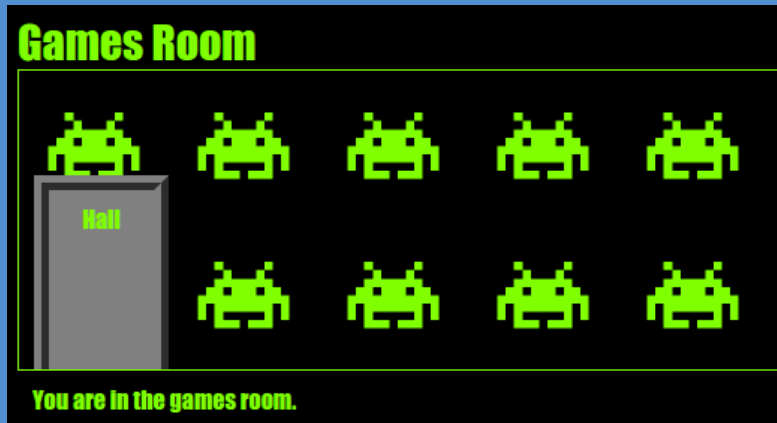
Can you decorate the games room with a background image?

You can use the `space-invader.png` background image which is included in your project.

You'll need to:

- ☐ Add a `background-image:` to the `.room` CSS for the Games Room.

The decorated room should look like this:



Save Your Project

Challenge: Make it yours!

Add more rooms to your project. Remember that you can use **copy** and **paste** to save time and then just change the things that need to be different.

For each room you will need to:

- ☐ Create a `.html` file
- ☐ Add door links to and from the new 'room'
- ☐ Create a `.css` file with the styles for your new room and its doors

You can change the `background-color:` for each room. Click on the images icon to see the background images you can choose from:



Save Your Project