

What can be customized?

- Webpage background color
- Game area background color
- Change the images of the potion ingredients
- Change the other game images
- Change the border around the ingredients
- Add more conditional statements in JS to create more potions!



Add more conditions to create new potions!

```
25 function mixPotion() {
26   if (hasItem("heart_flower") && hasItem("snail")) {
27     popupMessage.innerHTML = "Congratulations!";
28     popupMessage.setAttribute("src", ".../heart_potion.png");
29   }
30   else if (hasItem("green_leaf") && hasItem("frog")) {
31     popupMessage.innerHTML = "Congratulations!";
32     popupMessage.setAttribute("src", ".../green_potion.png");
33   }
```



1. Find the `mixPotion` function in JS on line 25.


```
25  function mixPotion() {
```

2. In the function, find the `else if` on line 30.

```
else if (hasItem("green_leaf") && hasItem("frog")) {
```

3. Find the closing bracket for the else if on line 33.

```
else if (hasItem("green_leaf") && hasItem("frog")) {  
    popupMessage.innerHTML = "Congratulations!";  
    popupMessage.setAttribute("src", "/green_potion.png");  
}
```



4. Copy the entire `else if` from lines 30 to 33.

```
else if (hasItem("green_leaf") && hasItem("frog")) {  
    popupMessage.innerHTML = "Congratulations!";  
    popupMessage.setAttribute("src", "/green_potion.png");  
}
```

5. Add some blank space under the closing bracket.

```
else if (hasItem("green_leaf") && hasItem("frog")) {  
    popupMessage.innerHTML = "Congratulations!";  
    popupMessage.setAttribute("src", "/green_potion.png");  
}
```



6. Paste the code in the blank space underneath.

```
else if (hasItem("green_leaf") && hasItem("frog")) {  
    popupMessage.innerHTML = "Congratulations!";  
    popupMessage.setAttribute("src", "/green_potion.png");  
}
```



Your JS code should look like this:

```
29  }
30  else if (hasItem("green_leaf") && hasItem("frog")) {
31    popupMessage.innerHTML = "Congratulations!";
32    popupMessage.setAttribute("src", ".../green_potion.png");
33  }
34  else if (hasItem("green_leaf") && hasItem("frog")) {
35    popupMessage.innerHTML = "Congratulations!";
36    popupMessage.setAttribute("src", ".../green_potion.png");
37  }
38  else {
```

7. In HTML lines 14-30, choose the **id** names of two ingredients.

```
<img src = ".../spider.png" id="spider"  
draggable="true" ondragstart="drag(event)" >
```

8. Switch back to JS, and replace the id names.

```
else if (hasItem("spider") && hasItem("blue_leaf"))
```



9. Change the message for the new potion.

```
popupMessage.innerHTML = "Congratulations!  
<br>You've created a blue potion!";
```

10. Find a picture of a new potion and add the URL.

```
popupMessage.setAttribute("src",  
"../green_potion.png");
```