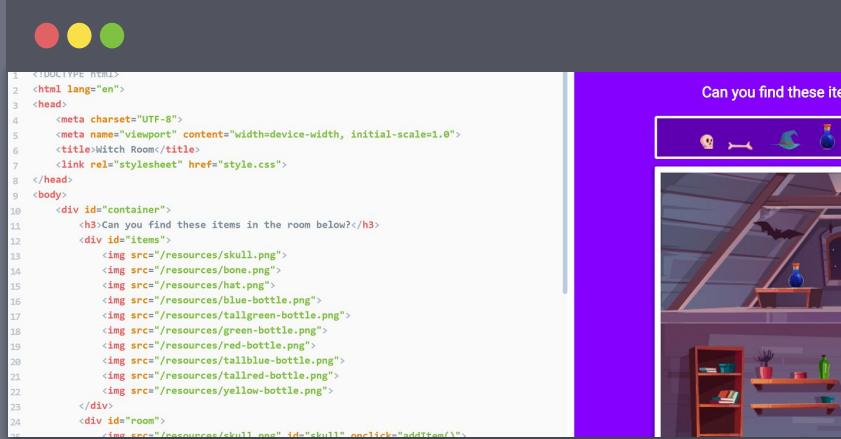


# What can be customized?

- Move the items to different spots
- Change the purple background color
- Change the room to a different room
- Add more items to find in the room
- Change the text color



# On BSD Online, “sandbox” means all the code is unlocked!



The image shows a split-screen view. On the left, a code editor displays the following HTML and CSS code:

```
1. <!DOCTYPE html>
2. <html lang="en">
3. <head>
4.   <meta charset="UTF-8">
5.   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6.   <title>Witch Room</title>
7.   <link rel="stylesheet" href="style.css">
8. </head>
9. <body>
10.  <div id="container">
11.    <h3>Can you find these items in the room below?</h3>
12.    <div id="items">
13.      
14.      
15.      
16.      
17.      
18.      
19.      
20.      
21.      
22.      
23.    </div>
24.    <div id="room">
25.      
```

On the right, a game interface titled "Can you find these item" shows a room with shelves containing various items. A purple sidebar on the right side of the room image contains icons for a skull, a bone, a hat, a blue bottle, a green bottle, a red bottle, and a tall blue bottle.

# Move the items

```
54 #skull {  
55     position: absolute;  
56     top: 597px;  
57     left: 39px;  
58 }  
59  
60 #hat {  
61     position: absolute;  
62     top: 594px;  
63     left: 416px;  
64 }
```

# Change the webpage background color

```
3 body {  
4   font-family: Roboto, sans-serif;  
5   margin: 0;  
6   padding: 30px 0;  
7   box-sizing: border-box;  
8   height: 8px solid white;  
9   min-height: 2px;  
10  background-color: #8600ff;  
11 }
```

# Change the text color

```
19  h3 {  
20    margin-top: 0;  
21    color: #ffffff;  
22 }
```

```
114 h1 {  
115   color: #ffffff;  
116   font-size: 26px;  
117   font-family: “Roboto”;
```

# Change the room's background image

```
36 #room {  
37   background-image: url("/resources/Witch_room.png");  
38   background-position: center center;  
39   background-repeat: no-repeat;  
40   background-size: cover;  
41   position: relative;  
42   width: 500px;  
43   height: 700px;
```

# Add more items to find

```
12 <div id = "items">  
13   <img src = "/resources/skull.png">  
14   <img src = "/resources/bone.png">  
15   <img src = "/resources/hat.png">  
16   <img src = "/resources/bluebottle.png">  
17   <img src = "/resources/tallgreen-bottle.png">  
18   <img src = "/resources/green-bottle.png">  
19   <img src = "/resources/red-bottle.png">  
20   <img src = "/resources/tallblue-bottle.png">  
21   <img src = "/resources/tallred-bottle.png">  
22   <img src = "/resources/tall-yellow-bottle.png">
```

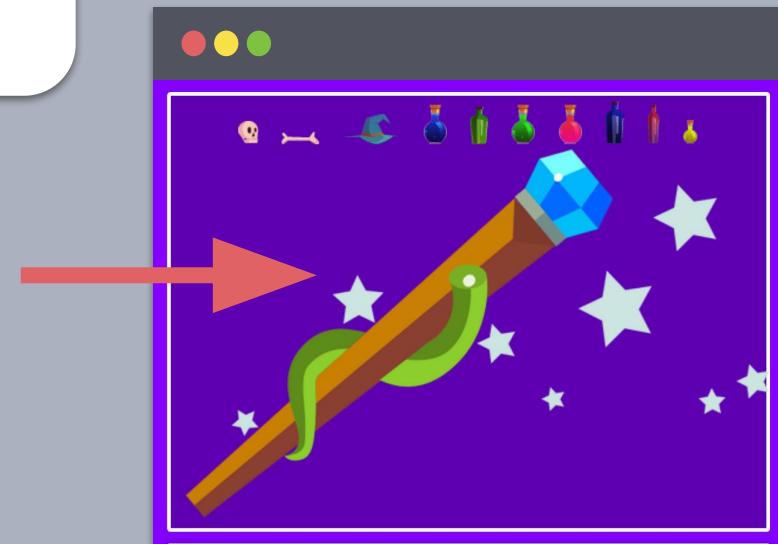
Uh oh! The image is too  
big! What should I do?



1. Add **width** to resize the image - don't forget the **px**!

```
126 #wand {  
127   width: 50px;  
128   position: absolute;
```

Oh no! The image at  
the top is too big!



1. Add a new **id** to the image  
you want to resize.

```
23 <img id = "wand-top" src =  
"https://freesvg.org/img/create-node.png">
```

2. Switch to CSS. On a new line,  
add an id selector.



```
131 #wand-top {}  
132  
133
```

The image shows a screenshot of a code editor window. The title bar has three colored dots (red, yellow, green). The main area contains three lines of code. Line 131 is highlighted with a red rectangular box around the entire declaration. The code is as follows:

```
131 #wand-top {}  
132  
133
```

3. Add **width** to resize the image - don't forget the **px**!

```
131 #wand-top {  
132   width: 50px;  
133 }
```

4. Click the green “Run code” button to see your changes!

