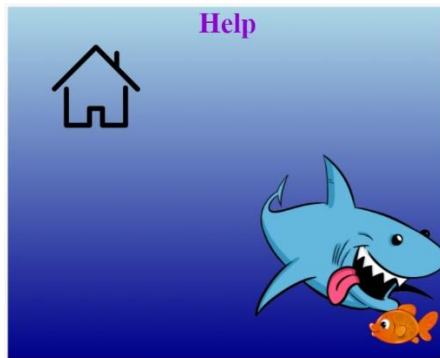


Teddywaddy Code Club

Activity 2d

Shark attack!



<https://trinket.io/html/e27b48d59c>



trinket



Autorun



index.html

```
1 <html>
2 <head>
3   <title>Shark attack!</title>
4   <style>
5     .heading {
6       color:darkviolet;
7     }
8     .ocean {
9       position: relative;
10      width:500px;
11      height:500px;
12      margin: auto ;
13      text-align: center;
14      background-image: none;
15    }
16    .shark {
17      position: absolute;
18      top:45%;
19      width: 50%;
20      height: 50%;
21      background-image: url("shark.png");
22    }
23  </style>
24  </head>
25  <body>
26    <div class="heading">
27      <h1>Shark attack!</h1>
28    </div>
29    <div class="ocean">
30      <div class="shark">
31        <img alt="shark" />
32      </div>
33    </div>
34  </body>
35 </html>
```

Make the ocean coloured with

`background-image: linear-gradient(lightblue, darkblue);`

Or try your own two colours

Then try

`background-image: url("underwater.png");`

```

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3   <title>Shark attack!</title>
4   <style>
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6       color:darkviolet;
7     }
8     .ocean {
9       position: relative;
10      width:500px;
11      height:500px;
12      margin: auto ;
13      text-align: center;
14      background-image: none;
15    }
16    .shark {
17      position: absolute;
18      top:45%;
19      width:50%;
20      animation: moveShark 5s infinite;
21    }
22    .fish {
23      position: absolute;
24      top:70%;
25      left:80%;
26      width:20%;
27      animation: moveFish 10s infinite;
28    }
29    .house {
30      position: absolute;
31      top:10%;
32      left:10%;
33      width:20%;
34    }
35    @keyframes moveFish {
36      from {top:70%; left:80%;}
37      to   {top:50%; left:50%;}
38    }
39    @keyframes moveShark {
40      from {left:0%;}
41      to   {left:45%;}
42    }
43  </style>
44 </head>

```

Don't forget you can make the house bigger if you need to.

Get the fish to the house by changing the top and left numbers!



trinket

Autorun



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29    .house {
30      position: absolute;
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33      width:20%;
34    }
35    @keyframes moveFish {
36      from {top:70%; left:80%;}
37      to   {top:10%; left:80%;}
38    }
39    @keyframes moveShark {
40      from {left:0%;}
41      to   {left:45%;}
42    }
43  </style>
44 </head>
```

Change the speed of the shark here.

You might need the fish to go faster!