

Producing images for *Chemical Jeopardy!* games

The game has been designed so that teachers with a minimum knowledge of HTML can produce new categories and text or graphics answers using a word processor and a simple graphics program. The ultimate “niceness” of the result will depend to some extent on the skill one has with the graphics editor but a “good” result can be achieved with very little expertise. Questions which contain video or other material (such as Chime molecular structures or audio files) require a bit more work but can still be done using a basic answer template and with a minimum of HTML editing (done with a text editor).

Game board design and file name map

The diagram below gives the outline of the game board with the graphics image file name associated with each cell.

<i>Chemical Jeopardy!</i> category1b.gif	<i>Chemical Jeopardy!</i> category2b.gif	<i>Chemical Jeopardy!</i> category3b.gif	<i>Chemical Jeopardy!</i> category4b.gif	<i>Chemical Jeopardy!</i> category5b.gif	<i>Chemical Jeopardy!</i> category6b.gif
200 jep1a.gif	200 jep1b.gif	200 jep1c.gif	200 jep1d.gif	200 jep1e.gif	200 jep1f.gif
400 jep2a.gif	400 jep2b.gif	400 jep2c.gif	400 jep2d.gif	400 jep2e.gif	400 jep2f.gif
600 jep3a.gif	600 jep3b.gif	600 jep3c.gif	600 jep3d.gif	600 jep3e.gif	600 jep3f.gif
800 jep4a.gif	800 jep4b.gif	800 jep4c.gif	800 jep4d.gif	800 jep4e.gif	800 jep4f.gif
1000 jep5a.gif	1000 jep5b.gif	1000 jep5c.gif	1000 jep5d.gif	1000 jep5e.gif	1000 jep5f.gif

The file names shown are for the actual categories or answers, not the images that give the game logo or the point amounts. The GIF images are generally part of HTML files which do not need to concern the typical teacher trying to generate a new set of answers and categories.

O.K., but I don't teach chemistry

For those wishing to design their own subject-specific logo image, the image used in the category headings has the same name as the category file shown on the previous page except that “b” becomes “a” (ex.: category1a.gif). Although the same image is used over and over it is necessary to have six copies with the 6 different names. The size of the image is 115 x 100 pixels (w x h) and the background color is RGB 0,0,128 (hex 000080). This is the color that MS Word calls “dark blue”.

The logo image used in the upper left corner of the screen is **logo.gif** with a size of 160 x 60 pixels (w x h) and a background color of RGB 0,128,192 (hex 0080C0). This is not an MS Word default color but could be chosen as a custom color. All of these image files are found in the Images folder.

Creating category and answer images

For ultimate flexibility in creating the images you can use MS Word text boxes. The size of a text box for a category image is 1.07” x 1.22” (h x w). Edit the text box to have no border and a fill color of “dark blue”. If the category text is fairly short, you can use 16 pt. Arial Bold for the text (yellow). I have chosen center-justify, but you can do whatever looks best to you.

Once the text box is complete you need to copy it onto the clipboard. It must be selected in “edit” mode. The easiest way to determine this is to see if the copy button in the toolbar is visible. If it is grayed-out then click elsewhere on the page and then once in the text box and once on its border. Copy the box onto the clipboard.

Open your graphics editor [I use PaintShop Pro but almost anything will do which allows you to do some color editing for the “best” result; MS Paint is *very* basic and will produce a usable, but less professional result] and paste the image from the clipboard. At this point the image has millions of colors and saving it as a GIF will reduce these colors to 256. This results in a slight color mismatch with the background. If this is not a “big deal” to you then all you need to do is save the file with the appropriate name [based on the grid on the previous page]. I recommend starting a new Jeopardy folder set for each game so you don't mess up previous work. You can delete the old images in the new Image folder or simply overwrite them.

If you want a “beautiful” result then you will have to re-open the GIF just created and edit the color palette so that the dark blue colors are all RGB 0,0,128. This is annoying and there is probably a nifty way to do it but I don't know what it is. An alternative is to make the background color for the whole game white and use a dark text color. I judged this as too bright on a projection screen.

The creation of an answer image is similar, but the size of the text box should be 6.82" x 8.85" (h x w). You will need to change the page setup to landscape for this. Text in Arial Bold should be 72 point and yellow. The pixel size of the ultimate image file should be 640 x 830 (h x w) and these files go in the Questions folder.

If your answer (or category, for that matter) is truly just an image (i.e., a picture) or if you have a mixed media answer (picture and text) you can simply make the image the appropriate size (or smaller on a dark blue field) using your graphics editor.

Special answer types

Additional templates for video answers (in .avi format, but mpeg and others—except Real media—would use the same), Chime structures and audio files are also in the Questions folder.

To adapt these templates you would need to edit the HTML slightly for the name of your video or structure file (which should also be placed in the Questions folder). This can be easily done with a text editor, just be sure to *save as a text file with the extension .htm*. The examples below show where the editing needs to be done.

Example video answer file---find the parts in red

```
<HTML>
<HEAD>
<META HTTP-EQUIV="Content-Type" CONTENT="text/html; charset=iso-8859-1">
<META HTTP-EQUIV="REFRESH" CONTENT="240000; URL=./jep.htm">
<TITLE>Chemical JEOPARDY! -- 200 Point Question</TITLE>
<SCRIPT LANGUAGE="JavaScript">
<!--begin hiding script-->
var begin = 30
var timerID = null
var timerRunning = false
var begin = 30;
function startTimer()
{
    stopTimer();
    showTime();
}
function pull()
{
self.close();
}
function stopTimer()
{
    if (timerRunning)
        clearTimeout(timerID);
        timerRunning = false;
}
function showTime()
{
    if (begin>=1)
    {
        document.timer.time.value = begin;
        timerID = setTimeout("showTime()",1000);
        begin--;
        timerRunning = true;
    }
    else
    {
        document.timer.time.value = "0";
    }
}
</SCRIPT>
```

```

        timerID=setTimeout("pull()",1000);
    }
}
//-----end hiding----->
</SCRIPT>

</HEAD>
<BODY OnLoad="startTimer()" bgcolor="#000080" TOPMARGIN=0 LEFTMARGIN=0 MARGINHEIGHT=0
MARGINWIDTH=0 >
<table border=0 width=830>
<tr>
<td width=830 colspan=2 height=640><center><embed src="alkalimetals.avi" autostart=true
showcontrols=false width=320 height=240></center></td>
</tr>
<tr>
<td width="18%" height=60><IMG SRC="../../images/time_remaining.gif" WIDTH=135 HEIGHT=40
valign=middle>
</td>
<td><br><FORM NAME="timer" onSubmit="0"><INPUT TYPE="text" NAME="time" SIZE=4 VALUE="20"
border="0"></FORM></td>
</tr>
</table>
</BODY>
</HTML>

```

Example Chime answer file---find the parts in red

```

<HTML>
<HEAD>
<META HTTP-EQUIV="Content-Type" CONTENT="text/html; charset=iso-8859-1">
<META HTTP-EQUIV="REFRESH" CONTENT="240000; URL=./jep.htm">
<TITLE>Chemical JEOPARDY! -- 200 Point Question</TITLE>
<SCRIPT LANGUAGE="JavaScript">
<!-------begin hiding script-----
var begin = 30
var timerID = null
var timerRunning = false
var begin = 30;
function startTimer()
{
    stopTimer();
    showTime();
}
function pull()
{
self.close();
}
function stopTimer()
{
    if (timerRunning)
        clearTimeout(timerID);
        timerRunning = false;
}
function showTime()
{
    if (begin>=1)
    {
        document.timer.time.value = begin;
        timerID = setTimeout("showTime()",1000);
        begin--;
        timerRunning = true;
    }
    else
    {
        document.timer.time.value = "0";
        timerID=setTimeout("pull()",1000);
    }
}
//-----end hiding----->

```

```

</SCRIPT>

</HEAD>
<BODY OnLoad="startTimer()" bgcolor="#000080" TOPMARGIN=0 LEFTMARGIN=0 MARGINHEIGHT=0
MARGINWIDTH=0 >
<table border=0 width=830>
<tr>
<td width=830 colspan=2 height=640><center><embed src="22dmb.mol"
height=300
width=300
frank=false
bgcolor="#000080"
startspin=true
spiny=10
spinz=20
spinx=15
display3d="spacefill">
</center></td>
</tr>
<tr>
<td width="18%" height=60><IMG SRC="../../images/time_remaining.gif" WIDTH=135 HEIGHT=40
valign=middle>
</td>
<td><br><FORM NAME="timer" onSubmit="0"><INPUT TYPE="text" NAME="time" SIZE=4 VALUE="20"
border="0"></FORM></td>
</tr>
</table>
</BODY>
</HTML>

```

Example audio answer file----find the parts in red

[the example assumes you will have some text/image to go with the audio file]

```

<HTML>
<HEAD>
<META HTTP-EQUIV="Content-Type" CONTENT="text/html; charset=iso-8859-1">
<META HTTP-EQUIV="REFRESH" CONTENT="240000; URL=./jep.htm">
<TITLE>Chemical JEOPARDY! -- 200 Point Question</TITLE>
<SCRIPT LANGUAGE="JavaScript">
<!--begin hiding script-->
var begin = 30
var timerID = null
var timerRunning = false
var begin = 30;
function startTimer()
{
    stopTimer();
    showTime();
}
function pull()
{
    self.close();
}
function stopTimer()
{
    if (timerRunning)
        clearTimeout(timerID);
        timerRunning = false;
}
function showTime()
{
    if (begin>=1)
    {
        document.timer.time.value = begin;
        timerID = setTimeout("showTime()",1000);
        begin--;
        timerRunning = true;
    }
    else

```

```

        {
            document.timer.time.value = "0";
            timerID=setTimeout("pull()",1000);
        }
    }
    //-----end hiding----->
</SCRIPT>

</HEAD>
<BODY OnLoad="startTimer()" bgcolor="#000080" TOPMARGIN=0 LEFTMARGIN=0 MARGINHEIGHT=0
MARGINWIDTH=0 >
<embed src="audiofile.wav" autostart=true hidden=true>
<table border=0 width=830>
<tr>
<td width=830 colspan=2 height=640><img src=jep1a.gif width=830 height=640></td>
</tr>
<tr>
<td width="18%" height=60><IMG SRC="../../images/time_remaining.gif" WIDTH=135 HEIGHT=40
valign=middle>
</td>
<td><br><FORM NAME="timer" onSubmit="0"><INPUT TYPE="text" NAME="time" SIZE=4 VALUE="20"
border="0"></FORM></td>
</tr>
</table>
</BODY>
</HTML>

```

To use these templates, first select where you want the answer (category and value) and rename the template file for that selection. The file naming format parallels that of the image. For example, the image for the 200 point answer in the first category is **jep1a.gif**. The HTML file name for the answer is **jep1a.htm**. Next edit the newly renamed file for your video name and size or the Chime file or audio file. Also change the point value that will appear in the title bar.

The position of the Daily Double

In the sample game the Daily Double is placed in category 1 at the 400 point position. Moving this requires a few changes in the files. This is scary for people with very little HTML experience but it can be done safely if you approach it calmly and carefully. Open the main HTML file, **game.htm**, with a text editor. Use the “Find” command to locate the word **double**. It only appears once in the entire file. You will find it is part of a file name **double.htm**. This file calls the image which proclaims “Daily Double” and plays the traditional sound. To move the location of the daily double on the board, simply delete the word “double” and replace it with **jep2a**. This will access the same answer as before, but without the Daily Double banner.

Now you must choose another place for the Daily Double. Since you have made the change above you can see that the ROWS of the game board are divided into blocks of HTML code. In each block all the file names have the same row number (1-5) and a different letter of the alphabet (a-f). The letter indicates the vertical position, i.e., “a” = 200 points, “b” = 400 points, etc. Decide where you want the Daily Double and change that file name to **double.htm** then save the file as text.

One more change. The file which displays the Daily Double banner also calls the correct answer file when you click on it. That file is called **double.htm** and is in the Questions folder. Open the file in a text editor and change the file name in **red** below to correspond to the position in the game board where you chose to place the Daily Double.

```
<HTML><HEAD><TITLE>Chemical JEOPARDY! -- Daily Double</TITLE>
<style>
<!--

/*
Text Link Underline Remover Script-
© Dynamic Drive (www.dynamicdrive.com)
For full source code, installation instructions,
100's more DHTML scripts, and Terms Of
Use, visit dynamicdrive.com
*/

a{text-decoration:none}
//-->
</style>

</HEAD>
<BODY bgColor=red>
<CENTER>
<A HREF="jep2a.htm"></a></center>
<embed src="dailydouble.wav" autostart=true hidden=true>
</BODY></HTML>
```

Final Jeopardy!

The last issue to be addressed is the Final Jeopardy category and answer. These files, too, are just images which *both* follow the same format as the answers in the game board. Both images are found in the Questions folder.

The image for the Final category is **fj.gif**

The image for the Final answer is **final.gif**