

## Building Your Own Puzzle - Events

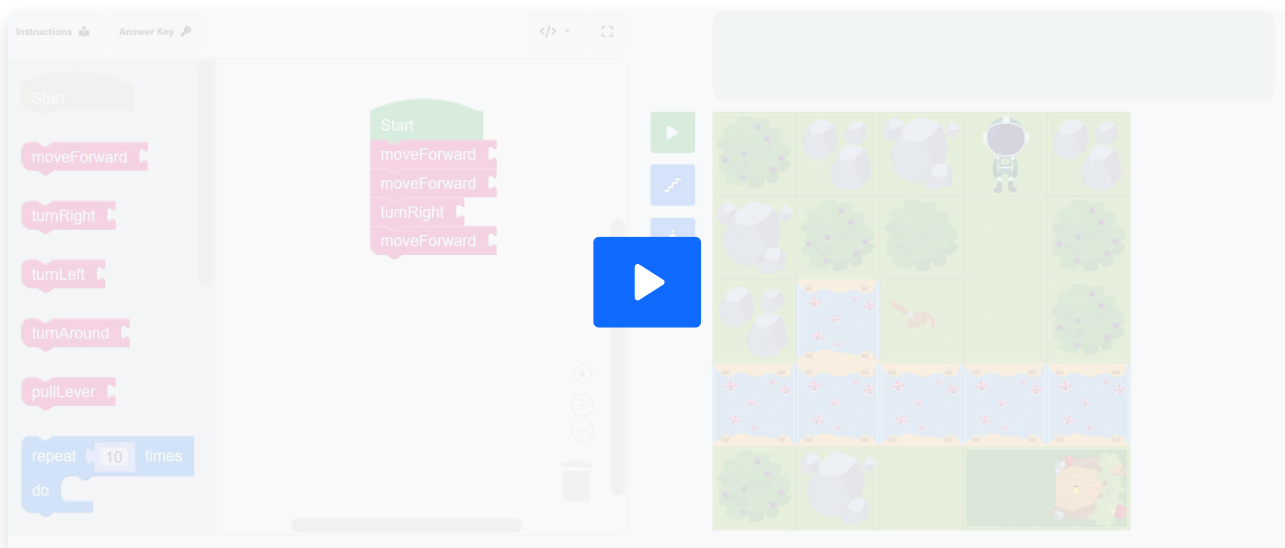
### Textbook

## Building Your Own Puzzle - Events



In this activity, you'll have the chance to practice what you've learned about **events** in programming by creating your very own puzzle! You'll use the events element to design an interactive experience where something happens when the user interacts with your puzzle.

- **Review the Events Video:** Watch the video from the previous lesson that explains how events work. Pay close attention to examples of click events, hover events, key events, and submit events. These will help you design your puzzle.
- **Plan Your Puzzle:** Think about an interactive puzzle you want to create!



After you complete the puzzle builder, go to the Puzzle Playground to create your own puzzle! For this puzzle, focus on using the element of events.

## Puzzle Builders (1)

## 1. Puzzle Builder: Events

Challenge

Textbook

Puzzle Builder:  
Events

Create a puzzle for your character  
to complete using any theme and  
grid size. Make sure to complete all  
the requirements below. Then click  
preview to test your puzzle!

Requirements0/5<<

1Start🚩

1End🏠

1Door

1Lever🔧

3Spikes🪵

Submit↕

Create a grid

Choose a grid size for the puzzle

Columns12**3**45

Rows12**3**45

Choose a Theme

Next→

PreviewSave Puzzle