

How to make an unblocked games site the “pro gamer way”

So, you want to make an unblocked game site like a pro, huh? Well, its not a walk in the park, but with the right tools, determination, and patience, you can make it happen.

First, let's talk about the games.

Take it from me, getting game files is quite hard. I personally know how bad it is to sift through endless amounts of junk looking for a game, so I'm helping you and giving you a “head start” here is [a link](#) to most important games that are the basics of HTML5 games (yes its 1.4 GB's but most of the games are useless).

Next, the cool hackerman thing, the CODING.

Now, for you to maximize personalization and freedom of your site, you need to learn two main languages.

- HTML5
- CSS

These are the main languages used in coding and are the backbone for every website, including yours. “Why not make a google site?”, you might say. Well, Google Sites are quite nice, but you can't decorate it much and do fancy stuff

with it like HTML5 and CSS. So therefore, we are sticking with these 2 languages.

Now, if I included a proper tutorial for HTML5 and CSS, this manual would be quite large, so here are some nice links that I used for learning both [HTML5](#) and [CSS](#). Make sure you learn all the basics! Otherwise it's almost impossible to make a good site. Don't be ashamed if you take long, it took me 3 months to properly learn HTML5, CSS and Jekyll and even now I forget and still search some things up!

The main things you need to know about HTML5 is:

- Hyperlinks
- Text
- Bulletins
- Images
- and inline CSS

Now, the most important things to learn for CSS is:

- Backgrounds
- Borders
- Padding
- Margins
- Box Model
- Outlines
- And Positions

I know it sounds like a lot, but CSS is not even needed. Just plain HTML will do.

Now, the beginning setup of your game site should look something like this:

Now remember, use the files that you copied from me, not my game site URL!

Now, time to host it.

My favorite way to host is via Github Pages, where you can edit all your code in Github and save money on hosting. Here are some [helpful directions](#).

Now, there is also another alternative that only available on Github and/or your home server with some configuration and I use it for *my own website* (extensive HTML5 and CSS knowledge still needed!) It is called **Jekyll** and is by far my favorite coding language because of its ease of use. Even though you still need HTML5 and some CSS knowledge, its quite easy to set up on Github, which is the only provider I know that offers it. If you are interested here is a [video tutorial](#) I used a LOT when I was beginning. There is also a video tutorial for [making it a proper site on Github pages](#) which I had trouble on when I was first starting.

Now, with your knowledge and wisdom on how to make a unblocked game site, go ahead. Make one.

Happy coding

Hummusman.