What I'm doing is a website about Honkai Impact 2, which is arguably the first game of the Mihoyo company and my favorite mobile game.

Index

This is the index page of the website, which is also the main page of the website. It contains the jump to the plot, characters and strategy, as well as links to the official website and one-click download games. Below that is the search function. Then you will see three images, again, they also correspond to the story, characters and strategy, and click to jump to the corresponding screen. Below the introduction of the game is the latest promotional video of the game, I think his background music is very good.

Its css takes an external approach, including background color, header format, link style, and suspension color

图形用户界面, 文本, 应用程序

描述已自动生成

Story(jieshao)

This is an introduction to the game, with some in-game maps and screenshots, followed by an introduction to the characters. Finally, the game is painted

The css of the story page is inline, including the header, text introduction, and images, and scrolling is implemented due to the overflow of images during the regular session of the game

图形用户界面

中度可信度描述已自动生成

Characters(juese)

This is the introduction page for the game's characters, including the three main characters and my favorite character (Ninti Apopkalis), which includes the screening function, and at the bottom is the latest news about the game

css is introverted and defines header, footer, and text, text, and image size formats

js implements the role screening box

文本

描述已自动生成

Strategy(zhuangbei)

The last page is the walkthrough page, which contains four sets of five pieces of equipment each. I like to be undisturbed while viewing the walkthrough, so I didn't link to any pages for it, just pure walkthrough. At the same time, since I did not find the English expression of the equipment and its description, I did not translate it (to prevent inaccurate translation).

css determines the centering and formatting of text