<main class="container">

<div id="cont1">

<section>

<h1>Introduction</h1>

<p> Realm of the Mad God is considered a "bullet hell" MMO coopratave dungeon crawler. If you like dodging attacks, taking down unique bosses, and a little bit of grinding this is your kind of game. It can be very challanging to start with, but as you progress it quickly gets easier and allows you to take on harder and harder aspects of the game. To take down the hardest bosses you will need help from others to not only defet them but also get the best loot. RotMG has many nice things to offer:

<ul>

<li> Free to Play</li>

<li> Dont need to use micro transactions to excel</li>

<li> Variety of different ways to play the </li>

<li> Friends lists and guilds to keep you company as you play</li>

</p>

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<section>

<h2>Getting Started</h2>

<ol>You will need a:

<li>Computer</li>

<li>Monitor</li>

<li>Mouse and keyboard</li>

<li>Steam Account</li>

</ol>

<p> Once the game is dowloaded in steam the tutorial will give you a good idea of the basics and how to play the game. It is heavily suggested that you do so as it will explain all of the mechanics. Once you've done this get out into the world and start leveling up your characters! Getting level 20 with each class will unlock a new one and give you the option for more play styles, so it is also highly suggested that you do this first so you kind find which types of classes that you like to play. I will now add another section of useless code to help complete my assignment </p>

<code>.border {

border-color: white;

border-width: 2px;

border-style: solid;

</code>

</section>

<section>

<h2>What to know</h2>

<p>First and formost, this game does not involve writing any code, but the assignment is asking to include code. Here is an example of some useless CSS that i made while trying to format this page</p>

<code>#content {

grid-area: content;

position: fixed;

grid template-rows: 1fr;

grid-template-areas:

"con1"

"con2"

"con3"

"con4"

"con5"

"con6"

"con7";

}

</code>

<p> More seriously though you need to know that this game is brutal. When you die everything is gone for good and you're not getting it back. Sometimes it pays to play it safe, but it is important to remember that fourtain favors the bold.

</section>

<section>

<h2>Early Game Progression</h2>

</p>There are a couple things that you should focus on in the early game when you're just starting to play:</p>

<ul>

<li>Figuring out enemy movement patterns</li>

<li>What enemies or bosses drop which items</li>

<li>Practice with your screen rotation to get confortable using that</li>

<li>The best ways to generate fame</li>

<li>Leveling up your pet</li>

</ul>

<p>Most of these things can be learned by focusing on what you are doing rather than just going through the motions.

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<section>

<h2>Pets</h2>

<p> things about pets should go in this space</P>

</section>

</div>

<div id="nav-bar">

<div id="nav1">Realm of the Mad God</div>

<div class="nav-font" id="nav2">Introduction</div>

<div class="nav-font" id="nav3">Getting Started</div>

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<div class="nav-font" id="nav5">Early Game progression</div>

<div class="nav-font" id="nav6">Pets</div>

<div class="nav-font" id="nav7">Trading</div>

</main>