<main class="container">

<div id="cont1">

<section id="intro">

<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>

</section>

<section id="getting\_started">

<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 id="what\_to\_know">

<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 id="early\_game">

<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.

</section>

<code>.container{

background: hsl(180, 25%, 80%);

border: 3px;

border-color: black;

display: grid;

grid-template-columns: 1fr 4fr;

grid-template-areas:

"nav-bar content";

</code>

<section id="pets">

<h2>Pets</h2>

<p> Pets are the bread and butter of the Mad God experience, and can make your time playing the game much more enjoyable. At first the game will be very hard and and almost seem impossible if you don't have impecable dodging skills. The pet can change all of this with 2 of its abilities:</P>

<ul>

<li>Heal</li>

<li>Magic Heal</li>

</ul>

<p>These two abilities give you small bursts of HP and Mana at short intervals. At first it will seem trivial, but as your pet becomes stronger these abilities will start to get better and better which allows you to take more damage before you do fall to a certain death.

</section>

<section id="trading">

<h2>Trading</h2>

<p>There are many ways to play the game, and trading is one of the many overlooked elements of play. It is very simple and easy to get started. The most common thing available for trade are potions. If you can aquire enough you can trade them for different potions that you might need, and if you're a good salesman you can sell high and buy low. This allows you to turn one pot into many and start generating wealth.

</p>

</section>

</div>

<div id="nav-bar">

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

<div class="nav-font" id="nav2"><a href="#intro">Introduction</a></div>

<div class="nav-font" id="nav3"><a href="#getting\_started">Getting Started</a></div>

<div class="nav-font" id="nav4"><a href="#what\_to\_know">What to know</a></div>

<div class="nav-font" id="nav5"><a href="#early\_game">Early Game progression</a></div>

<div class="nav-font" id="nav6"><a href="#pets">Pets</a></div>

<div class="nav-font" id="nav7"><a href="#trading">Trading</a></div>

</main>