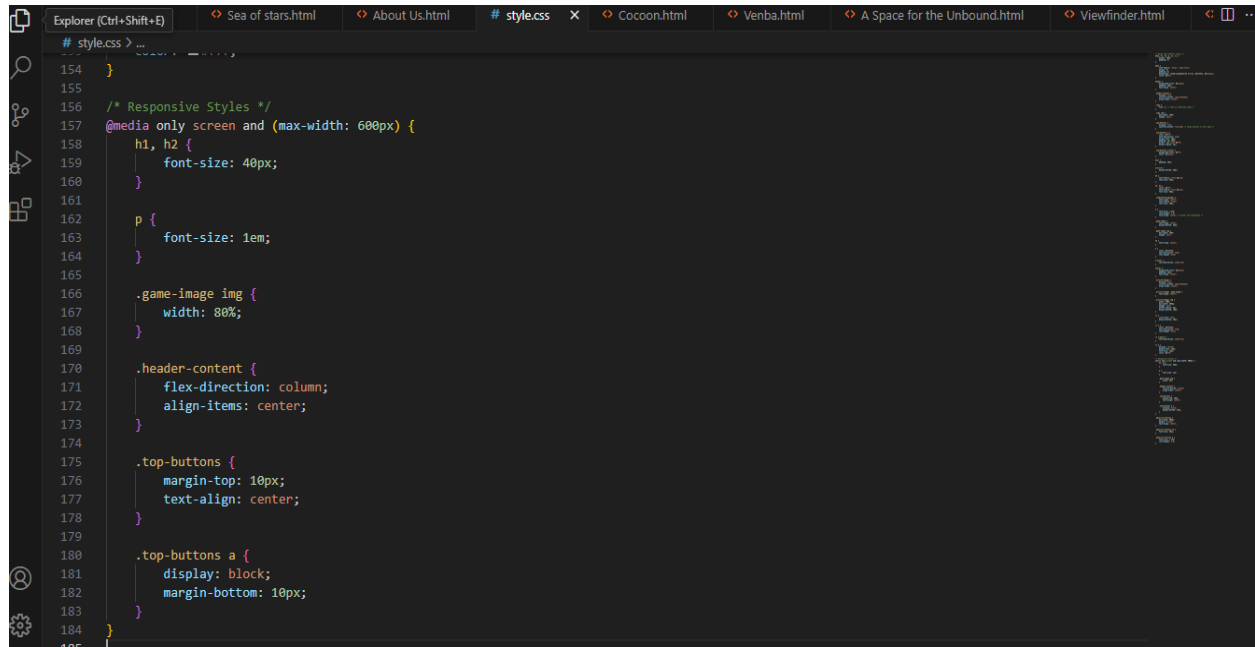


CHALLENGE #10: Responsive Layout

In this challenge, I only use a simple code to make my website work even in cellphones

A screenshot of a code editor with a dark theme. The top bar shows several open files: Explorer (Ctrl+Shift+E), Sea of stars.html, About Us.html, # style.css (active), Cocoon.html, Venba.html, A Space for the Unbound.html, Viewfinder.html, and a settings icon. The main editor area displays CSS code for a responsive layout. The code includes a media query for screens with a maximum width of 600px, setting font sizes for h1 and h2 to 40px. It also sets the font size for paragraphs to 1em. Other styles include setting the width of .game-image img to 80%, setting flex-direction to column and align-items to center for .header-content, setting margin-top to 10px and text-align to center for .top-buttons, and setting display to block and margin-bottom to 10px for .top-buttons a. The code is numbered from 154 to 185.

```
154 }
155
156 /* Responsive Styles */
157 @media only screen and (max-width: 600px) {
158   h1, h2 {
159     font-size: 40px;
160   }
161
162   p {
163     font-size: 1em;
164   }
165
166   .game-image img {
167     width: 80%;
168   }
169
170   .header-content {
171     flex-direction: column;
172     align-items: center;
173   }
174
175   .top-buttons {
176     margin-top: 10px;
177     text-align: center;
178   }
179
180   .top-buttons a {
181     display: block;
182     margin-bottom: 10px;
183   }
184 }
185
```

In this picture I didn't use bootstrap framework because it works very well for me.