

## Assignment 1 INFO 2323 2D Game Programming

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### Setup

We will be setting up an HTML page that we will use as a template for all of our games throughout the quarter.

### HTML Code

The start of every HTML document should have this line at the top:

```
<!doctype html>
```

The next tag will be the opening html tag, with the language attribute set to “en” for English.

```
<html lang="en">
```

Then we are going to insert the title into the web pages head. Make sure to replace Your Name with your actual first and last name. We will also include the meta tag in here to ensure the web browser displays text properly:

```
<head>
```

```
<meta charset="utf-8">
```

```
<title>First Web Page Your Name</title>
```

Then we are going to have our style section for CSS. We will fill in the CSS code in the next section.

```
<style>
```

--We will fill this in later in the assignment. Leave this area blank currently.

```
</style>
```

After the end of the style tag we will close out the head tag.

```
</head>
```

The next tag will be the body tag. The body will hold the rest of the HTML.

```
<body>
```

We will then have a div tag that will be where all of the action and game will take place within.

We will name it stage through the id attribute.

```
<div id="stage"></div>
```

After the div tag we will close the body tag.

```
</body>
```

Lastly, we will end the HTML document with the ending html tag.

```
</html>
```

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The full HTML will look like this.

```
<!doctype html>
<html lang="en">
<head>
    <meta charset="ut-8">
    <title>First Web Page Jayson McCune</title>
    <style>
    </style>
</head>
<body>
    <div id="stage"></div>
</body>
</html>
```

### CSS

We will add our CSS code in between the opening and closing style tags. The CSS is again used to stylize the page and make it look better.

```
#stage
{
    position: relative;
    margin: 0px auto;
    width: 400px;
    height: 300px;
    border: 1px dashed;
```

The hash symbol indicates that we are referencing an id attribute in the HTML code. If we use a period instead it will be referencing a class attribute. Following the hash symbol is the name of the id attribute that we want to change the style on. We are updating the position, margin, width, height, and making a border around it that is dashed.

The position can be either relative or absolute. Relative will move with the browser. Absolute will always be in the same place.

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The margin attribute will put a margin around the element that is being styled. Using auto centers the stage on the browser. Having the position relative means that the stage will be centered no matter the size of the browser.

The full code will look like this.

```
<!doctype html>
<html lang="en">
<head>
  <meta charset="ut-8">
  <title>First Web Page Jayson McCune</title>
  <style>
    #stage
    {
      position: relative;
      margin: 0px auto;
      width: 400px;
      height: 300px;
      border: 1px dashed;
    }
  </style>
</head>
<body>
  <div id="stage"></div>
</body>
</html>
```

When you get done it should look like the below screen shot.

