## **Sources for Making Site**

https://love2dev.com/blog/javascript-remove-from-array/ - helped with removing already used questions from array

https://stackoverflow.com/questions/69479895/remove-nested-class-from-an-element-javascript helped with removing classes from elements allowing me to add the light up colours for the wrong and correct selections

https://developer.mozilla.org/en-US/docs/Web/API/Fetch API/Using Fetch - used fetch api instead of hardcoding my questions in my js

https://stackoverflow.com/questions/23208200/how-to-darken-a-background-using-css - This helped me darken one of the images I borrowed to fit the theme of the website better.

https://www.youtube.com/watch?v=R5aRUdM7Iio – Helped me with center alignment of each of my nav bar options

https://www.thegamer.com/guilty-gear-strive-arenas-best-ranked/ - Used these images and combined them with renders of the characters in the game in an image editing software

https://guiltygear.fandom.com/wiki/Guilty\_Gear\_-Strive- — Where I got all my character renders from.

https://getbootstrap.com/docs/4.0/components/carousel/ - This section of the bootstrap website is where I got the code for the carousel and modified it to fit the website.

https://uxdesign.cc/why-designers-should-move-from-px-to-rem-and-how-to-do-that-in-figma-c0ea23e07a15 - This website convinced me to switch to rem rather than use px throughout my web pages

https://www.youtube.com/watch?v=u98ROZjBWy8&list=PLDIWc9AfQBfZlkdVaOQXi1tizJeNJipEx&index=1 — A video series from james q quick which helped me with some of the css animations and working the data-number attribute for the quiz

https://steamcommunity.com/market/listings/753/437000-Sol%3DBadguy%20%28Profile%20Background%29 https://steamcommunity.com/market/listings/753/348550-Ky%20Kiske%20%28Profile%20Background%29?filter=guilty%20gear

<u>https://wall.alphacoders.com/tag/sol-badguy-wallpapers</u> - All the links above are credited for being used as background images in my site.

https://www.dustloop.com/wiki/index.php?title=Guilty Gear -Strive- - MAJOR THANKS to dustloop for being a great resource for the characters of this game!