Semantic elements, image and anchor tags

These exercises aim to give you a basic understanding of HTML semantic elements, image and anchor tags. They also aim to give you some more practice with using the Git version control system.

Exercise 1

1. Create a **new, empty** repo on https://github.com called "html-semantics-exercise".
2. Use Git to **clone** or **add** the repo as a remote:

   Quick setup — if you've done this kind of thing before

   or | HTTPS | SSH | `https://github.com/theresebarmer/game-book-adventure.git`

   We recommend every repository include a README, LICENSE, and .gitignore.

   ...or create a new repository on the command line

   ```
   echo "# game-book-adventure" >> README.md
   git init
   git add README.md
   git commit -m "first commit"
   git remote add origin https://github.com/theresebarmer/game-book-adventure.git
   git push -u origin master
   ```

   ...or push an existing repository from the command line

   ```
   git remote add origin https://github.com/theresebarmer/game-book-adventure.git
   git push -u origin master
   ```

   ...or import code from another repository

   You can initialize this repository with code from a Subversion, Mercurial, or TFS project.

   Import code

3. Open the repo folder in **WebStorm** by clicking **File->Open**. Choose the folder where your repo is located in the window.
4. Recreate the page below by using the following HTML semantic elements:
   - **header**
   - **nav**
   - **main**
   - **article**
   - **section**
   - **aside**
   - **footer**

Header

- [Menu Option 1](#)
- [Menu Option 2](#)

Article #1

This is the first article.

Article #2

This is the second article.

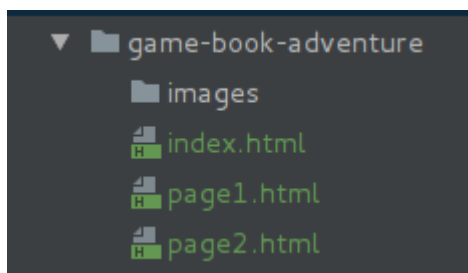## Aside

Footer

Exercise 2

In this exercise you will create a simple website, in the form of a classic game book adventure. They work something like this:

A dark hallway extends into the unknown. You can just make out the outline of a door to your left.

To try the door, go to page 43. To fumble down the hallway, go to page 231.

Your are now going to **emulate the same thing**, but using a **website with links** instead of a **book with page-turning instructions**.

1. Create a **new, empty** repo on https://github.com/ called "game-book-adventure".
2. Use Git to clone or **add** the repo as a remote.
3. Open the repo folder in **WebStorm** by clicking **File -> Open.** Choose the folder where your repo is located in the window.
4. In the **game folder,** create an **images folder** and an **HTML file per page**. So if you plan on having three pages, there should be three **HTML files.** The first should be called **index.html.**. The folder structure should look like this:

5. Create a **basic HTML structure** for your pages. They should **all** contain:

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- a **header** section with the name of your game book adventure (Example: The Knight's Quest, Dragon's Lair etc)
- a **main** section where your text and image of the current page is visible
- a **navigation** section, perhaps a **list** with available options
- (A good tip is to check out the MDN element reference, particularly the **Content sectioning part**)

Material feedback

We continuously strive to improve our course material. If you have found typos, bugs, experienced the exercises to be unclear or if you have other suggestions on how we could improve our course material, please visit the following link and fill out a short for this module survey:
https://www.surveymonkey.com/r/3PCXSXT

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