

```
<!DOCTYPE html>
<!--This is the basic structure for our HTML code-->

<html>

<head>
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.
css">
    <link rel="stylesheet" href="style_sheet_rules_hw4.css">
    <link rel="stylesheet" href="banner.css">
    <link rel="stylesheet" href="footer_images.css">
    <link rel="stylesheet" href="index.css">

    <meta charset="utf-8">
    <title>Destiny 2: A guide for noobs</title>
    <!--css syntax goes below meta and title-->
    <!--Below is css syntax for a table as well-->
    <link href="http://fonts.googleapis.com/css?family=Marko+One"
rel="stylesheet">

<!-- Implementing another style sheet for the assignment -->
<!--we can add the style sheet through the style element-->
<!--Making the h4 blue gray isn't my thing-->
```

```

</head>

<!--Note that header tags are customizable! They're like presets, so when
you use them again, you don't have to write out the customization for
it-->

<!--inline style sheet of adding image-->
<body style="background-image: url('destiny2_art2.jpeg');">
  <nav class="navbar navbar-expand-lg bg-body-tertiary">
    <div class="container-fluid">
      <a class="navbar-brand" href="index.html">Home</a>
      <button class="navbar-toggler" type="button"
data-bs-toggle="collapse" data-bs-target="#navbarSupportedContent"
aria-controls="navbarSupportedContent" aria-expanded="false"
aria-label="Toggle navigation">
        <span class="navbar-toggler-icon"></span>
      </button>
      <div class="collapse navbar-collapse"
id="navbarSupportedContent">

        <ul class="navbar-nav me-auto mb-2 mb-lg-0">
          <li class="nav-item">
            <a class="nav-link" href="Fireteam Finder.html">Fireteam
Finder</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="The Taken King DLC.html">The
Taken King</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="Rise of Iron DLC.html">Rise of
Iron</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="Beyond Light DLC.html">Beyond
Light</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="Lightfall.html">Lightfall</a>
          </li>
        </ul>
      </div>
    </div>
  </nav>

```

```
        <li class="nav-item">
            <a class="nav-link"
href="Shawdowkeep.html">Shawdowkeep</a>
        </li>
    </ul>

    <form class="d-flex" role="search">
        <input class="form-control me-2" type="search"
placeholder="Search" aria-label="Search">
        <button class="btn btn-outline-success"
type="submit">Search</button>
    </form>
</div>
</div>
</nav>

<section id = banner>
    <div>
        <div id ="bannerC">
            <div id ="bannerT">
                <strong>WELCOME:</strong> "Enjoy your time here in the Home
page!".
            </div>
        </div>
    </div>
</section>
```

```
<h1><br>Destiny 2: The video
game</h1> <!--this is our header tag, the number next to h represent how
many there are-->
<!-- the first header tag also contains the structure for how we insert a
image-->

<h3>What is this game about?:</h3>

<p>A lot folks play this game as an rpg game. There is a PVE mode and a
PVP mode. The PVE mode features an awesome raid and other activities.
Some of these activites deal with Gambit, dungeons, and many more. Destiny
2 has an variety of PVP modes with fun maps, weapons, and so much more.
Let's connect the two real quick! Destiny 2 has a many DLC expansion
packs, so you and your friends can enjoy endless content!</p>
<!--the p tag is used for paragraphs-->

<h3>What's PVE? and PVP?</h3>

<p>You don't know what PVE or PVP is?! <em>PVE stands for player versus
enemy where as PVP stands for player versus player</em>. Due to the many
expansion passes, there are lot's of enemy's.
Some of these enemys are small or huge. They have a chance of dropping
many weapons and armour for your liking! As for PVP, you can team up with
your
friends and have a custom match filled with fun.</p>
<!--the em tag is used for emphasis-->

<h4>Where is this available for download?</h4>

Playstation, Xbox, PC;
You should be able to download it digitally or get a disc! I play on PS5.
<!-------
-----
----->

<!--This is where assignment 2's content begins-->
<br> <!--insert a line break-->
<hr> <!--insert a horizontal line break-->
<!--first article and section-->
```

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<h1>How to power up your charcater: </h1>
<article>
<section>
<br>
<p>Powering up your character is important. Otherwise, you won't be able
to keep up with other players or have any fun. While powering up your
    may seem broad, let's break it down!
</p>

<picture>
    <source media="(min-width: 480px)"
    srcset="Destiny2character.jpeg.jpeg.jpg">
    
</picture>
<pre>

Here is a list of things you should know:

</pre>

<dl>
    <!--We use the strong element here to give it a bold look-->
    <!--We also use the span element to give it some css-->
    <dt><strong>* Understand Weapons</strong>: </dt>
    <dd><span id = "red">Assault, pulse, handcanaon, and other weapons
have their specailities</span>. For PVP, many players choose what's best
for their character.</dd>
    <dd>For instance, because hunters hide in the shawdow, they'll tend to
use snipers. As for PVE, many players well use weapons that can generate
orbs of light or a benefit to othe</dd>
    <dt><strong>* Armour</strong>: </dt>
    <dd><span id = "green">Helmet, Chestplate, Legs, boots, charcater
item, and artifact</span>. Armour with high stats rolls can allow
additional perks in their slots</dd>
    <dd>These slots can give a buff to your weapons or to your double the
stats on your armour!</dd>
    <dt><strong>* Stats</strong>: </dt>
    <dd><span id = "blue">Resillence, Recovery, discipline, and all other
stats can differ based on your armour stats.</span></dd>

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    <dd>Stats can change the playing feild allowing you take more damage
or deal more damage</dd>
    <dd>The discipline stat allows you to throw more gernades!</dd>
</dl>
<!--used a descriptive list for both articles-->
</section>
</article>

<!--Second article and section-->
<br>
<article>
<section>
<h1>Choosing the right activities</h1>
<p>Choosing the right activities is important. This is what's going to
allow you to power up your character even more. Make sure to pay
    special attention to the examples for each point!</p>
    <dl>
        <!--We use the i element here to give the italized look-->
        <h2><dt><i>* Raids:</i> </dt></h2>
        <dd>We discussed raids brefily before. Raids all multiple
activities. They have muliple boss fights and maze layers. Please note
            the boss fight's have certain time intervals to be defated in.
For example, the final boss in, <q> Kings fall: Oryx
            </q> will only give you about, at most, less than 50 minutes.
You should complete raid with the best weapons in your arsenal,
            assign players where they're best experinced, and get the best
loot. A entry level raid would probably be Scourage of the past,
            however this raid has been taken out. Therefore, try
<q>lavithian.</q>
        </dd>
        <h2> <dt><i>* Crucible</i>: </dt></h2>
        <dd>Crucible offers a select variety of game modes: team death
match, free for all, trials of osiris, and more. To be clear
            these game modes range from fun to competitive. Both game modes
have the ability to give good loot. However, the competitive gamemodes
            have the ability to drop even better gear for your power
level.
        </dd>
        <h2><dt><i>* Strikes and nightfalls</i>: </dt></h2>

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`<dd>You can think of strikes as a basic co-op mission. Although, when it comes to nightfalls, it makes a strike look easy.<cite>`

`According to Kaleb's article on Destiny 2: Nightfall Missions Guide (Everything You Need To Know - SCREENRAT),</cite>`

`nightfall's are simialr to strikes, but they place much harder modifires on these missions. For example, one modifier causes`

`only one element in the game to be superior and other eneimes to give twice the damage.`

`This article was posted on: <time  
datetime="2021-12-09T012:00:00">Sept.12, 2021, 12:00 am</time>`

`<!--time tag used above-->`

`</dd>`

`</dl>`

`<br>`

`<aside><p><dfn>Power level: </dfn> A power level is a numerical number that shows what power you character is at. The activities above will give you the oppurtunity to increase that power level.</p></aside>`

`</section>`

`</article>`

`<!-------  
-----  
----->`

`<hr>`

`<!--Below is the syntax for a table in html-->`

`<!--The 'th' lets the respective cell in the table know its a header cell-->`

`<!-- The 'tr' let's the respective cell know in the table it's defining regular content-->`

`<!-- The 'colspan means that cell will span over two colums'-->`

`<br>`

`<br>`

```

    <!--caption element is used to add the tag over the element-->
    <caption><strong>*below is table on my favorite load out in destiny
2*</strong></caption>
    <table> <!--Tag for table-->
    <tr>
        <th rowspan="2">weapons</th>
        <th colspan="2">Hunter class:</th>
        <th rowspan="2">armour</th>

    </tr>
    <th>The hunter class has a 3 main subclasses</th>
    <th scope="2">It has solar, arc, void, and more</th>

    <tr>
        <!--This is a tag that defines a standard data cell-->
        <td><i>Graviton lance: Pulse rifle</i></td>
        <td>This pulse rilfe can shoots void element!</td>
        <td>The Aspotheosis viel is a exotic piece</td>
        <td><i>Aspotheosis veil</i></td>

    </tr>
    <td><i>EYEASLUNA: handcannon</i></td>
    <td>This handcannon is great for PVP!</td>
    <td>The Wormhusk Crown can heal you when you dodge</td>
    <td><i>Wormhusk Crown</i></td>
    <tr>

    </tr>
    <tr>
        <td><i>Suros Regime: Auto rifle</i></td>
        <td>This weapon can increase th RPM as time goes on!</td>
        <td>This helmet increases your stealth!</td>
        <td><i>Graviton Forfeit</i></td>
    </tr>

    </table>
</body>

<br>

```



```

<br>
<hr>
<br> <!--HW#4 CONTENT-->
<h5><em>Let's discuss rarity levels in destiny 2!</em></h5>

<dl>
    <!--Check it out! This is where we apply HW#4 style sheet rules-->

    <dt><em>* EXOTIC</em>: </dt>
    <dd><span id = "gold">Exotic gear is hard to find but can be very
useful</span>. As for weapons, there are exotic weapons that can do
unnatural functions.</dd>
    <dd>For instance, the weapon thorn. This weapon can poison enemies!
And sometimes, it can make you drop a boost on their ghost.</dd>
    <dt><em>* LEGENDARY</em>: </dt>
    <dd><span id = "purple">Though legendary gear is not exotic it is
still good</span>. This is because you can't have more than one exotic
gear equipped</dd>
    <dd>There are many mods and complementary gear you can apply to your
legendary gear. In fact, it legendary gear becomes the norm!</dd>
    <dt><em>* RARE</em>: </dt>
    <dd><span id = "blue">To be quite honest, rare gear is baby gear. But,
this is what allows you to find the legendary gear you begin to desire and
crave.</span></dd>
    <dd>Even though most players won't let you in to do raids with rare
gear, it's important to remember we all start somewhere!</dd>
</dl>
<p id="phrase">*Green is also a rarity, but it you level up so quick you
don't notice it*</p>
<h6 class = "reminder">REMEMBER THAT YOU CANNOT WEAR MORE THAN ONE EXOTIC
GEAR</h6>
<br>
<section class = "border">
    
    <P>
        1. On the right is a <strong>exotic engram</strong>. The exotic engram
offer's exotic gear.
        Just to recall, we gave some examples earlier. Exotic engrams can be
found

```

from harder difficulty level in the activities we mentioned in the first page.

They can also be found from xur (the exotic vendor)

</P>



<p>

2. The <strong>legendary engram</strong> is still hard to find. Of course, it offers legendary gear.

This legendary engrams can be found at a more medium difficulty level for the activities

we mentioned above. Note, that just because you found legendary gear, this doesn't mean

that it will always give you a boost of power (this is a rule made to keep players playing)

</p>



<P>

3. The <strong>rare engram</strong> can be found almost everywhere. In fact, you may even find it in

the much harder difficulty level activities we mentioned in the first part of this page. Of course, the rare

engrams offer rare gear. Rare engrams won't be of much help if you're at

a high level.

</P>

<br>

<br>

</section>

<!------->

<hr>

<br>

```

<!-------Assignment 5
content-----
---->
<h3>Below is a 3D model of the following classes/characters in Destiny
2:</h3>
<section id = menu>
    
    <P>
        1. This is a <strong style = "color:lightblue">titan</strong>. The
titan here is actually a side character within the destiny 1 and 2
franchise.
        In fact, this character is so popular, that he has a helmet named
after him. This helmet is called
        "helm of saint-14."
        <button id = input>Give me the details of this character</button>
    </P>

    
    <p>
        2. This is a <strong style = "color:gold">warlock</strong>. The armour
that the warlock is wearing here is very nice. Not only is it nice but
hard to get. To be accurate, this is the trails of osiris armour.
        <button id = input>Give me the details of this character</button>
    </p>

    
    <P>
        3. This is a <strong style = "color:#d1633c">hunter.</strong> The
hunter is wearing a extoic helmet. The name of this helmet is known as the
        "celestial nighthawk." As a reminder, this helmet is only useful when
you have the solar subclass equipped. This is because the helmet allows
        you to combine all your golden shots into, bursting into ultimate
damage!!!
        <button id = input>Give me the details of this character</button>
    </P>
</section>

```

```

<!------->
<h3>The content below regards about the vendors in destiny 2!</h3>
<div class="header" style = "background-image: url('destiny2_art2.jpeg')">
<h1>WHAT KIND OF VENDORS DO WE HAVE?</h1>
<P>ZAVALA: THE TITAN</P>
<P>BANSHEE-44: THE GUNSMITH</P>
<p>IKORA: THE WARLOCK!</p>
<P>SHAX: CRUCIBLE VENDOR!</P>
<p style = "font-size: large; color:rgb(153, 36, 185)">Below are some
qoutes from our favorite AI NPC'S: </p>
</div>
<!------->
<br>
<h3>The contents below regards the qoutes from our vendors!</h3>
<p id="series">
    <q id = "qnumber2">Cayde-6: Never ever cut a deal with a warlock</q>
    <br>
    <q id= "qnumber2">Gunsmith: Careful out there</q>
    <br>
    <q id = "qnumber2">Cryptographer: What do you have for me today
Guardian?</q>
    <br>
    <q id = "qnumber2">ZAVALA: We must prepare for the worst!</q>
    <br>
    <q id = "qnumber2">Ikora: Now that we have settled our time with the
cabal, we can team up with them!</q>
</p>
<!------->

<h3>The content below regards my personal thouhgts in Destiny 2</h3>
<div class="header2">
    <h1 style = "font-size: small">RED AND GREEN FLAGS ABOUT
DESTINY2?:</h1>
    <p style = color:red size="small">1. When you rush in a crucible match
without a gameplan</p>
    <p style = color:GREEN size="small">2. When you wear the appropriate
gear for a character in a crucible match</p>

```

```
</div>
```

```
<hr>
```

```
<!-------  
-----  
---->
```

```
<!-- Below is the syntax used to embed or add a video player-->
```

```
<br>
```

```
<video src="CS3750lecture.mp4" width="320"height="262" controls>
```

```
  hm, it seems like we ran into a error. Try again!
```

```
</video>
```

```
<!--Below is more content from assignment #2 do not add any new content  
below this document, this is the footer-->
```

```
<br>
```

```
<br>
```

```
<!--HW#4 HAS CREATED SOME CHANGES HERE-->
```

```
<footer>
```

```
  <q><strong>The two articles above were created by me and the help of  
the article cited above</strong></q>
```

```
  <p><small>Copyright &copy; 2024 Iffat Rahman</small></p> <!--syntax in  
HMTL used to indicate copyright-->
```

```
  <p><i><u>Here are some embedded links if you need further  
help:</u></i></p>
```

```
    <!--a href="html_images.asp" target="_blank">TEST</a-->
```

```
    <li><a href = "https://www.reddit.com/r/destiny2/">*Reddit</a><img src  
= "RT.png" id = "img" alt = "reddit logo"></li>
```

```
    <li><a href =
```

```
"https://www.bungie.net/en/Forums/Topics?pNumber=0&tg=Destiny2&tSort=3&tTy
```

```
pe=0&d=0&lang=en">*Bungie forums</a><img src = "BT.png" id = "img" alt =  
"bungie logo"></li>  
    <li><a href = "https://www.youtube.com/user/bungie">*Youtube</a><img  
src = "YT.webp" id = "img" alt = "youtube logo"></li>  
    <li><a href = "https://www.youtube.com/user/bungie">*Twitter</a><img  
src = "XT.png" id = "img" alt = "twitter logo"></li>  
    <li><a href = "https://discord.com/invite/d2">*Discord</a><img src =  
"discord.png" id = "img" alt = "discord logo"></li>  
  
</footer>  
  
    <script  
src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle  
.min.js"></script>  
</body>  
</html>
```

```
#gold{  
    color: yellow;  
}  
  
#purple{  
    color: purple;  
}  
  
#blue{  
    color: blue;  
}  
  
#red{  
  
    color: red;
```

```
}

#green{

    color: green;
}

#last{
    float:right;
    padding-right: 0;
}

#last2{

    float:right;
}
```

```
td, th { border: 1px solid #CCC; }
table { border: 1px solid black; }
body {
background-color: #168e99;
margin: 0 10%;
font-family: 'Times New Roman', Times, serif;
font-size: 100%; /*NEW font size for body from hw#4 */
}
h1 {
text-align: center;
font-family: serif;
font-weight: normal;
text-transform: uppercase;
border-bottom: 1px solid #57b1dc;
margin-top: 30px;
border-bottom: 1px solid orange;
font-size: 160%; /*NEW font size for h1 from hw#4 but we'll go a bit
higher for h1*/
}
```

```

h2 {
color: #d1633c;
font-size: 1em; /*h2 as the same size as body text like hw4 requested!*/
}

h5 {font-family: "Marko One", Georgia, serif;}
dt strong {font-weight:bold; color:red}
h5 em {font-size:small; font-family: "Marko One", Georgia, serif;
color:rgb(217, 171, 32); border-top: 3px solid;border-left: 3px
solid;padding-left: 1em }
dt em{font-family: "cursive"; font-size:large}
#phrase {text-align:center; color:green} /*A use of #selector for style
sheet rule*/
h6.reminder{font-family:"Lucida Console";color:red;text-align:center} /*A
use of class selector style sheet rule*/
mark q{color: #993399}
#qnumber2{color:rgb(242, 242, 242); outline-color: #168e99;}
.header{color:rgb(188, 10, 10); text-align: center; padding:60px;
background:#57b1dc}
/*make the link have custom underline from what we learned in chapter 14*/
a:link {text-decoration: none; color:blue; border-bottom: 3px;
border-bottom-style: solid; padding-bottom: .10em; }
a:visited{color:purple}
a:hover{color:rgb(222, 70, 222); background-color:#fff ; } /*style sheet
for links*/
#series{background-image: url('circles.webp'); background-position:center
top; background-size: cover; } /*embedded style sheet of adding background
image*/
.header2{
padding: 60px;
text-align: center;
background:lightblue;
font-size:30px;
background-image: url('LOGO.webp'); background-size: 10%;
background-position: 90% bottom; background-repeat: no-repeat;
/*background-image: url('cayde_s.jpg'); background-size: 10%;
background-position: top left; background-repeat: no-repeat;*/
}

```



```
/*Below are just some simple padding elements to a border box*/
html {
  box-sizing: border-box;
}
* {
  box-sizing: inherit;
}

header {height: 1em}

article {padding: 1em;
  border: double 4px #172453;
  border-top-left-radius: 1em;
  border-top-right-radius: 2em;
  border-bottom-right-radius: 1em;
  border-bottom-left-radius: 2em;
  margin-top: 3.5em
  } /* this is the border radius property, it adds some style to the
corners of our border that we created*/

aside {padding: 1em; padding-left: 45px}

h3{
  font-size:small;
  font-family: "Marko One", Georgia, serif;
  color:rgb(0, 0, 0);
  border-top: 3px solid;
  border-left: 3px solid;
  padding-left: 1em;
  margin-top: 3em;
}

h4{
  font-size:small;
  font-family: "Marko One", Georgia, serif;
  color:rgb(0, 0, 0);
  border-top: 3px solid;
```

```

border-left: 3px solid;
padding-left: 1em;
margin-top: 3em;
}

.borderr{
    border-style:solid;
    padding-left: 1em
}

/*recall some definitions:

1) The padding property allows you to add space between
the element and the border surrouding that property. The
padding property should be applied where the border property is being used
The same goes for the margin property.

2) The margin property inserts space around the border

3) Yes this is a external style sheet, but we can implement
the style sheet in multiple ways. It can choose the element with that
ID or class

*/

/*New content for assignment 5*/
nav ul{ /*centers the links or puts them into a flexbox */

    margin: 0;
    padding: 0;
    list-style-type: none;
    display:flex;
    justify-content: center;
}

nav ul li a { /*applies this style sheet rule to each <a>*/
    display: block;
    border: 1px solid;

```

```

border-radius: .5em;
padding: .5em 1em;
margin: .5em;
}

#menu{
border: 3px double #abe81d;
display: flex; /*creates a flex container */
align-items: flex-start; /*changes the alignment of an item in a flex
box*/
/*flex-wrap: wrap;*/
flex-direction: reverse;
}

#input{

display: flex;
flex-direction: column;
color: rgb(105, 35, 35);
background-color: gold;
font: italic small-caps bold 12px/30px Georgia, serif;
}

/*this is our first media query
In fact, the rest of the syntax will feature the remaining queries, where
we will decide at what pixel within the viewport
the item should stay still at.*/

@media screen and (min-width: 100px) {
article nav ul {
flex: none;
}
nav ul {
justify-content: center;
}
}

```

```
}
```

```
<!DOCTYPE html>

<html>
<head>
  <meta charset="utf-8">
  <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.
css">
  <link rel="stylesheet" href="style_sheet_rules_hw4.css">
  <link rel="stylesheet" href="banner.css">
  <link rel="stylesheet" href="The_Taken_King.css">
  <link rel="stylesheet" href="style_sheet_rules_FTF.css">
  <link rel="stylesheet" href="footer_images.css">
  <link href="https://fonts.googleapis.com/icon?family=Material+Icons"
rel="stylesheet">
  <title>The Taken King</title>
</head>

<body>
  <nav class="navbar navbar-expand-lg bg-body-tertiary">
    <div class="container-fluid">
      <a class="navbar-brand" href="index.html">Home</a>
      <button class="navbar-toggler" type="button"
data-bs-toggle="collapse" data-bs-target="#navbarSupportedContent"
aria-controls="navbarSupportedContent" aria-expanded="false"
aria-label="Toggle navigation">
        <span class="navbar-toggler-icon"></span>
      </button>
      <div class="collapse navbar-collapse"
id="navbarSupportedContent">

        <ul class="navbar-nav me-auto mb-2 mb-lg-0">
          <li class="nav-item">
            <a class="nav-link" href="Fireteam
Finder.html">Fireteam Finder</a>
          </li>
          <li class="nav-item">
```

```

        <a class="nav-link" href="The Taken King DLC.html">The
Taken King</a>
    </li>
    <li class="nav-item">
        <a class="nav-link" href="Rise of Iron DLC.html">Rise
of Iron</a>
    </li>
    <li class="nav-item">
        <a class="nav-link" href="Beyond Light
DLC.html">Beyond Light</a>
    </li>
    <li class="nav-item">
        <a class="nav-link"
href="Lightfall.html">Lightfall</a>
    </li>
    <li class="nav-item">
        <a class="nav-link"
href="Shawdowkeep.html">Shawdowkeep</a>
    </li>
</ul>

    <form class="d-flex" role="search">
        <input class="form-control me-2" type="search"
placeholder="Search" aria-label="Search">
        <button class="btn btn-outline-success"
type="submit">Search</button>
    </form>
</div>
</div>
</nav>

<section id = banner>
    <div>
        <div id ="bannerC">
            <div id ="bannerT">
                <strong>Oryx:</strong> "The Taken will find you, no matter
where you run".
            </div>
        </div>
    </div>
</div>
```

```

</section>

<h5><u>Welcome to the Taken King DLC!</u></h5>
<div class="row">
  <div class="column">
    <h1><i>Column 1</i></h1>
    <p><u>The Titan Armour</u></p>
    <img src = "titan_taken.gif" alt = "taken titan" class =
"borderforimage">
  </div>
  <div class="column">
    <h1><i>Column 2</i></h1>
    <p><u>The hunter armour</u></p>
    <img src = "hunter_taken.jpg" alt = "taken hunter" class =
"borderforimage">
  </div>
  <div class="column">
    <h1><i>Column 3</i></h1>
    <p><u>The warlock armour</u></p>
    <img src = "warlock_taken.jpg" alt = "taken warlock" class =
"borderforimage">
  </div>
</div>

<article>
  <section>
    <h1>What is the Taken King DLC?</h1>
    <p><strong>*The TTK DLC, is one of destiny 1's biggest DLC's. The DLC
has introduced many new subclasses as well game breaking records. The DLC
features
    a new PVE, PVP, and many other modes that we will discuss here on
our forum! Enjoy* </p></strong>
    <dl>
      <!--We use the i element here to give the italized look-->
      <h2><dt><i>* Raids and PVE:</i> </dt></h2>
      <dd> There is a new raid called: "KINGSFALL". KF features a
challenge mode and easy mode. Both modes, have the guardians go through
5-6 counters. Many notable

```

encounters include, glogoroth, the maze, oryx's sister, oryx, and much more. Other PVE includes a new campaign, strikes, and NPC characters that can offer

awesome side quest. One strike that comes to mind is the "Blighted Chalice." The Chalice has a black orb that can take your light as it is filled with darkness,

so do be careful!

<br>

<img src = "oryx.jpeg" alt = "oryx" class = "borderforimage">

</dd>

<h2> <dt><i>\* Crucible</i>: </dt></h2>

<dd> The Crucible has lot's of fun with the new DLC. For starters, there a lot's of bug fixes and nerfs that have been done on the weapons. Furthermore, there are

new maps to play on. One map that comes to mind is the one on planet saturn. In fact, there is one map called the "corssroads". In this map, you can teleport from

one area to other, by simply going through a portal.

<br>

<img src = "Crossroads.webp" alt = "crucible map" class = "borderforimage">

</dd>

<h2><dt><i>\* Weapons and others</i>: </dt></h2>

<dd>With the new DLC, there are new weapons we can use to play around with. One weapon is the black spindle. This weapon is a great example, of an exotic quest weapon.

In order to obtain this weapon, you have to alter a mission. However, fair warning, this mission will become very difficult as you will be on a timer. Going back, this

weapon is a sniper rifle with an exotic perk, that can give you another short, after three consecutive headshots. Furthermore, the dlc, has brought many other weapons

from sniper rifles, auto riles, handcanaons, and much more.

<br>

<img src = "datto.jpg" alt = "weapon sniper" class = "borderforimage">

</dd>

</dl>

```

</section>
</article>
<h4><strong>Below is a table of external links for futher understanding
and their respective info</strong></h4>

<table>

  <tr>
    <th><strong>Links</strong></th>
    <th><strong>Descriptions</strong></th>
  </tr>

  <tr>
    <td><h5><a href: "/">* 1. AKA Destiny Fandom</h5></a></td>
    <td>This webpage gives you more content on <u>TTK weapons</u></td>
  </tr>

  <tr>
    <td><h5><a href: "https://www.youtube.com/@Mr_Fruit">* 2. AKA
Mr.Fruit's YT</a></h5></td>
    <td>This webpage is a youtube channel from a local <u>destiny 2
content influencer</u>.
      Not only is he funny, but he tends to give good advice on
everything for
      destiny 1 and 2.
    </td>
  </tr>

  <tr>
    <td><h5><a href:
"https://destiny.fandom.com/wiki/Category:The_Taken_King_Crucible_Maps">*
3. AKA Destiny Fandom PT2</a></h5></td>
    <td>This webpage is another destiny fandom webpage that gives us
the details on all
      different kinds of destiny 1 <u>maps</u> that were released in
destiny 1.
    </td>
  </tr>

  <tr>

```



```

        <td><h5><a href: "https://www.ign.com/wikis/destiny/King's_Fall">*
4. AKA IGN GUIDE</a></h5></td>
        <td>This webpage is tutorial from the popular gameplayer's known
as IGN. In this article,
            you will find a "how to" on how to complete the <u>kings fall
raid</u>.
        </td>
    </tr>

    <tr>
        <td><h5><a href:
"https://www.polygon.com/2015/9/23/9383759/destiny-black-spindle-video-gui
de-strategy">* 5. AKA PLOYGON GUIDE</a></h5></td>
        <td>This webpage is another tutroial by the authors in "Polygon".
Furthermore, this article discusses the tutorial on how to get
            the <u>black spindle</u> with a youtube supplementary video.
        </td>
    </tr>

</table>

<footer>
    <p><small>Copyright &copy; 2024 Iffat Rahman</small></p> <!--syntax in
HTML used to indicate copyright-->
    <p><i><u>Below are further external links that will help you find the
above:</u></i></p>
    <!--a href="html_images.asp" target="_blank">TEST</a-->
    <li><a href =
"https://www.reddit.com/r/DestinyTheGame/comments/jkmlke/the_taken_king_ad
ded_4_strikes_9_crucible_maps/">*Reddit</a><img src = "RT.png" id = "img"
alt = "ghost"></li>
    <li><a href =
"https://www.bungie.net/en/Forums/Topics?pNumber=0&tg=Destiny2&tSort=3&tTy

```



```

}

.column {
    float: left;
    width: 33.33%;
    padding: 10px;
    height: 400px;
    background-color: lightblue;
    border: 4px solid rgb(13, 13, 21);
    text-align: center;
}

.row:after{
    display: table;
}

.borderforimage{
    width: 120px;
    height: auto;
    border: double

table, th{
    border: 5px solid black;
    width: 50%;

}

td{
    border: 2 px double rgb(244, 15, 15);
}

```

```
<!DOCTYPE html>
```

```

<html>
<head>
  <meta charset="utf-8">
  <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.
css">
  <link rel="stylesheet" href="style_sheet_rules_hw4.css">
  <link rel="stylesheet" href="style_sheet_rules_FTF.css">
  <link rel="stylesheet" href="Rise_Of_Iron.css">
  <link rel="stylesheet" href="banner.css">
  <link rel="stylesheet" href="footer_images.css">
  <link href="https://fonts.googleapis.com/icon?family=Material+Icons"
rel="stylesheet">
  <title>Rise of Iron</title>
</head>

<body>
  <nav class="navbar navbar-expand-lg bg-body-tertiary">
    <div class="container-fluid">
      <a class="navbar-brand" href="index.html">Home</a>
      <button class="navbar-toggler" type="button"
data-bs-toggle="collapse" data-bs-target="#navbarSupportedContent"
aria-controls="navbarSupportedContent" aria-expanded="false"
aria-label="Toggle navigation">
        <span class="navbar-toggler-icon"></span>
      </button>
      <div class="collapse navbar-collapse"
id="navbarSupportedContent">

        <ul class="navbar-nav me-auto mb-2 mb-lg-0">
          <li class="nav-item">
            <a class="nav-link" href="Fireteam
Finder.html">Fireteam Finder</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="The Taken King DLC.html">The
Taken King</a>
          </li>
          <li class="nav-item">

```

```

        <a class="nav-link" href="Rise of Iron DLC.html">Rise
of Iron</a>
    </li>
    <li class="nav-item">
        <a class="nav-link" href="Beyond Light
DLC.html">Beyond Light</a>
    </li>
    <li class="nav-item">
        <a class="nav-link"
href="Lightfall.html">Lightfall</a>
    </li>
    <li class="nav-item">
        <a class="nav-link"
href="Shawdowkeep.html">Shawdowkeep</a>
    </li>
</ul>

    <form class="d-flex" role="search">
        <input class="form-control me-2" type="search"
placeholder="Search" aria-label="Search">
        <button class="btn btn-outline-success"
type="submit">Search</button>
    </form>
</div>
</div>
</nav>

<section id = banner>
    <div>
        <div id="bannerC">
            <div id="bannerT">
                <strong>Saladin:</strong> "The Wolves aren't to far from
here".
            </div>
        </div>
    </div>
</section>

<h5><u>Welcome to the Rise Of Iron DLC! </u></h5>
```

```
<img src = "Rise_Of_Iron.gif" alt = "saladin holding weapon" class =
"IMG">

<hr>

<div class="row">
  <div class="column">
    <h1><i>Servite T</i></h1>
    <p><u>The Titan Armour</u></p>
    <ul>
      <li>Spliced helm</li>
      <li>Spliced chest and legs</li>
      <li>Spliced class and boots</li>
    </ul>
    <img src = "servite_titan.jpeg" alt = "titan servite armour" class =
"borderforimage">
  </div>
  <div class="column">
    <h1><i>Servite H</i></h1>
    <p><u>The hunter armour</u></p>
    <ul>
      <li>Spliced helm</li>
      <li>Spliced chest and legs</li>
      <li>Spliced class and boots</li>
    </ul>
    <img src = "servite_hunter.jpg" alt = "servite hunter armour" class
= "borderforimage">
  </div>
  <div class="column">
    <h1><i>Servite W</i></h1>
    <p><u>The warlock armour</u></p>
    <ul>
      <li>Spliced helm</li>
      <li>Spliced chest and legs</li>
      <li>Spliced class and boots</li>
    </ul>
    <img src = "servite_warlock.jpg" alt = "servite warlock armour"
class = "borderforimage">
  </div>
</div>
```

```

    </div>
</div>

<hr>

<article>
  <section>
    <h1>What is the Rise of Iron DLC?</h1>
    <p><strong>*The Rise of Iron DLC is the next expansion pack that comes
after the TTK DLC. This setting behind this expansion pack is a cold
winter them. The enemies here
    are based on the idea of servite. Instead of a black gooey taken vibe,
we now see an aura of red *flies* around globins. As per usual, take a
look at the content below
    and enjoy! </p></strong>
    <dl>
      <!--We use the i element here to give the italicized look-->
      <h2><dt><i>* Raids and PVE:</i> </dt></h2>
      <dd> There is a new raid called: "Wrath Of The Machine". WOTM
features a challenge mode and easy mode. Both modes, have the guardians go
through multiple counters. The
        first encounter consists of a mini boss fight where you're
charging up weapons and getting ready to fight the boss. You will see the
effect on your screen called
        <i id = "p">"charged with light."</i> Make the best of this
light, otherwise you will lose it and may die. The last fight is a intense
boss fight. Be prepared to talk
        with your team.

        <br>
        <img src = "wrath_of_the_machine.jpg" alt = "WOTM raid"
class = "borderforimage">
      </dd>
      <h2> <dt><i>* Crucible</i>: </dt></h2>
      <dd> The Crucible has lot's of fun with the new DLC. For
starters, there a lot's of bug fixes and nerfs that have been done on the
weapons. Furthermore, there are
        new maps to play on. One map that comes to mind is the
<strong>LAST EXIT</strong>. This map is a old western theme western theme
where we see the sun setting down

```

```

        on our players fighting to the bitter end.
        <br>
        <img src = "Last_Exit.jpg" alt = "crucible map" class =
"borderforimage">
    </dd>
    <h2><dt><i>* Weapons and others</i>: </dt></h2>
    <dd>With the new DLC, there are new weapons we can use to play
around with. One weapon is the <i class = "red"><strong>Outbreak
prime</i></strong>. Though it wasn't mentioned in the Kingsfall article,
KF hand
        something similar as well, known as the Touch Of Malice. The
exotic perk allows you to wrap red siva bites around your enemies.
        <br>
        <img src = "outbreak_prime.jpg" alt = "exotic raid weapon
WOTM" class = "borderforimage">
    </dd>
</dl>
</section>
</article>
<hr>
<h4><strong>Below is a table of external links for futher understanding
and their respective info</strong></h4>

<table>

    <tr>
        <th><strong>Links</strong></th>
        <th><strong>Descriptions</strong></th>
    </tr>

    <tr>
        <td><h5><a href:
"https://destiny.fandom.com/wiki/Category:Rise_of_Iron_Weapons">* 1. AKA
Destiny Fandom</h5></a></td>
        <td>This webpage gives you more content on <u>ROI weapons</u></td>
    </tr>

    <tr>
        <td><h5><a href: "https://www.youtube.com/@DattoDoesDestiny">* 2.
AKA DattoDoesDestiny's YT</a></h5></td>

```



`<td>This webpage is a youtube channel from a local <u>destiny 2 content influencer</u>.`

`Unlike Mr.fruit, he's videos tend to be a bit more formal. As a result, his guides are much easier to understand.`

`</td>`

`</tr>`

`<tr>`

`<td><h5><a href: "https://destiny.fandom.com/wiki/Category:Rise_of_Iron_Crucible_Maps">* 3. AKA Destiny Fandom PT2</a></h5></td>`

`<td>This webpage is another destiny fandom webpage that gives us the details on all`

`different RISE OF IRON destiny 1 <u>maps</u> that were released on expansion day.`

`</td>`

`</tr>`

`<tr>`

`<td><h5><a href: "https://www.ign.com/wikis/destiny/Wrath_of_the_Machine">* 4. AKA IGN GUIDE</a></h5></td>`

`<td>This webpage is tutorial from the popular gameplayer's known as IGN. In this article,`

`you will find a "how to" on how to complete the <u>"Wrath Of The Machine Raid"</u>.`

`</td>`

`</tr>`

`<tr>`

`<td><h5><a href: "https://www.polygon.com/2016/9/28/13093460/destiny-rise-of-iron-raid-outbreak-prime-exotic-weapon">* 5. AKA PLOYGON GUIDE</a></h5></td>`

`<td>This webpage is another tutroial by the authors in "Polygon". Furthermore, this article discusses the tutorial on how to get`

`the <u>outbreak prime</u> with a youtube supplementary video.`

`</td>`

`</tr>`

```
</table>

<footer>
  <p><small>Copyright &copy; 2024 Iffat Rahman</small></p> <!--syntax in
HTML used to indicate copyright-->
  <p><i><u>Below are the external links for the article above:</u></i></p>
  <!--a href="html_images.asp" target="_blank">TEST</a-->
  <li><a href =
"https://destiny.fandom.com/wiki/Category:Rise_of_Iron_Weapons">*Destiny
Fandom</a><img src = "fandom.png" id = "img" alt = "ghost"></li>
  <li><a href =
"https://www.youtube.com/@DattoDoesDestiny">*Youtube</a><img src =
"youtube.png" id = "img" alt = "youtube logo"></li>
  <li><a href =
"https://destiny.fandom.com/wiki/Category:Rise_of_Iron_Crucible_Maps">*Des
tiny Fandom</a><img src = "fandom.png" id = "img" alt = "ghost"></li>
  <li><a href =
"https://www.ign.com/wikis/destiny/Wrath_of_the_Machine">*IGN</a><img src
= "IGN.png" id = "img" alt = "IGN logo"></li>
  <li><a href = "
https://www.polygon.com/2016/9/28/13093460/destiny-rise-of-iron-raid-outbr
eak-prime-exotic-weapon">*Polygon</a><img src = "Polygon.webp" id = "img"
alt = "polygon logo"></li>

</footer>

<script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle
.min.js"></script>
</body>
</html>
```

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body{
    background-image: url('destiny2_art2.jpeg');
}

.column {
    float: left;
    width: 33.33%;
    padding: 10px;
    height: 400px;
    background-color: rgb(166, 158, 143);
    border: 4px solid rgb(13, 13, 21);
    text-align: center;
}

.row:after{
    display: table;
}

.borderforimage{
    width: 120px;
    height: auto;
    border: double

table, th{
    border: 5px solid black;
    width: 50%;
}
```

```

td{
    border: 2 px double rgb(244, 15, 15);
}

ul{
    text-align: left;
    color:rgba(156, 53, 53, 0.99);
}

#p{
    color: blue;
}

#red{
    color: darkred;
}

```

```

<!DOCTYPE html>

<html>
<head>
    <meta charset="utf-8">
    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.
css">
    <link rel="stylesheet" href="style_sheet_rules_hw4.css">
    <link rel="stylesheet" href="style_sheet_rules_FTF.css">
    <link rel="stylesheet" href="banner.css">
    <link rel="stylesheet" href="footer_images.css">
    <link rel="stylesheet" href="beyond_light.css">
    <link href="https://fonts.googleapis.com/icon?family=Material+Icons"
rel="stylesheet">
    <title>Beyond light</title>
</head>

<body>

```

```
<nav class="navbar navbar-expand-lg bg-body-tertiary">
  <div class="container-fluid">
    <a class="navbar-brand" href="index.html">Home</a>
    <button class="navbar-toggler" type="button"
data-bs-toggle="collapse" data-bs-target="#navbarSupportedContent"
aria-controls="navbarSupportedContent" aria-expanded="false"
aria-label="Toggle navigation">
      <span class="navbar-toggler-icon"></span>
    </button>
    <div class="collapse navbar-collapse"
id="navbarSupportedContent">

      <ul class="navbar-nav me-auto mb-2 mb-lg-0">
        <li class="nav-item">
          <a class="nav-link" href="Fireteam
Finder.html">Fireteam Finder</a>
        </li>
        <li class="nav-item">
          <a class="nav-link" href="The Taken King DLC.html">The
Taken King</a>
        </li>
        <li class="nav-item">
          <a class="nav-link" href="Rise of Iron DLC.html">Rise
of Iron</a>
        </li>
        <li class="nav-item">
          <a class="nav-link" href="Beyond Light
DLC.html">Beyond Light</a>
        </li>
        <li class="nav-item">
          <a class="nav-link"
href="Lightfall.html">Lightfall</a>
        </li>
        <li class="nav-item">
          <a class="nav-link"
href="Shawdowkeep.html">Shawdowkeep</a>
        </li>
      </ul>

      <form class="d-flex" role="search">
```

```

        <input class="form-control me-2" type="search"
placeholder="Search" aria-label="Search">
        <button class="btn btn-outline-success"
type="submit">Search</button>
    </form>
</div>
</div>
</nav>

<section id = banner>
    <div>
        <div id="bannerC">
            <div id="bannerT">
                <strong>ZAVALA:</strong> "Who's to say if something is
truly beyond our grasp, fight!".
            </div>
        </div>
    </div>
</section>

<h5><u>Welcome to the Beyond Light DLC! </u></h5>
<img src = "Exo.gif" alt = "exo class" class = "IMG">

<hr>

<div class="row">
    <div class="column">
        <h1><i>Legacy T</i></h1>
        <p><u>The Titan Armour</u></p>
        <ul>
            <li>Legacy Oath helm</li>
            <li>Legacy Oath chest and legs</li>
            <li>Legacy Oath class and boots</li>
        </ul>
        <img src = "titan_DSC.jpg" alt = "titan dsc raid armour" class =
"borderforimage">
    </div>
    <div class="column">

```

```

<h1><i>Legacy H</i></h1>
<p><u>The hunter armour</u></p>
<ul>
  <li>Legacy Oath helm</li>
  <li>Legacy Oath chest and legs</li>
  <li>Legacy Oath class and boots</li>
</ul>
<img src = "hunter_DSC.jpg" alt = "hunter dsc raid armour" class =
"borderforimage">
</div>
<div class="column">
  <h1><i>Legacy W</i></h1>
  <p><u>The warlock armour</u></p>
  <ul>
    <li>Legacy Oath helm</li>
    <li>Legacy Oath chest and legs</li>
    <li>Legacy Oath class and boots</li>
  </ul>
  <img src = "warlock_DSC.png" alt = "warlock dsc raid armour" class =
"borderforimage">
  </div>
</div>

<article>
  <section>
    <h1>What is the Beyond Light DLC?</h1>
    <p><strong>*The Beyond light DLC is the 5th DLC that was introduced
into the destiny 2 video game. Of course, on our webpage, this is the
first D2 DLC we've brought up. The
  enemies here surrond what's called STASIS. In fact, this DLC
introduced three new subclasses revolving around this new element known as
stasis: As a titan you would have
  the BEHEMOTH, as the hunter you would have the REVENANT, and as the
warlock you would have the SHADEBINDER. </p></strong>
  <dl>
    <!--We use the i element here to give the italized look-->
    <h2><dt><i>* Raids and PVE:</i> </dt></h2>
    <dd> There is a new raid called: "Deep Stone Crypt". DSC does
feature a harder difficulty mode and a easy mode. Both modes, have the
guardians go through multiple counters. The

```

first encounter is where you have to break six different security fuses. In this phase, you can have three buffs;  
<i>"operator,</i><i id = "p"> charged with light (from a titan sheild),  
</i> <i> and scanner."</i> Make the best of this buffs,  
otherwise you will lose it and may not break the gate. The last fight is a  
intense boss fight. As usual, be prepared to talk with your team.

<br>  
<img src = "DSC\_RAID.jpg" alt ="dsc raid" class =  
"borderforimage">

</dd>  
<h2> <dt><i>\* Crucible</i>: </dt></h2>  
<dd> After doing some research, it seems that bungie has  
actually deleted crucible maps instead of creating new ones for the DLC.  
The reason for this may vary. Infact, I belive the action for this is  
for making more storage in the game. It's clear that users  
were upset about this and wanted to know why. According to "Gamer Rant",  
it seems that there were at least 11 maps that were vaulted. I

think it's shame that this occured, however, after further  
thinking, I think this decision was implemented for future DLC's.

<br>  
<img src = "cayde\_s.jpg" alt = "cayde 6" class =  
"borderforimage">

</dd>  
<h2><dt><i>\* Weapons and others</i>: </dt></h2>  
<dd>With the new DLC, there are new weapons we can use to play  
around with. One weapon is the <i class = "red"><strong>Eyes Of  
Tommorrow</i></strong>. Unlike the other DLC's

we've discussed, there is no quest here. In fact, to raise  
the stakes, we're talking about a very low chance of getting this weapon.

<br>  
<img src = "eyes.jpg" alt = "exotic weapon" class =  
"borderforimage">

</dd>

</dl>

</section>

</article>

<hr>

<h4><strong>Below is a table of external links for futher understanding  
and their respective info</strong></h4>



```

<table>

  <tr>
    <th><strong>Links</strong></th>
    <th><strong>Descriptions</strong></th>
  </tr>

  <tr>
    <td><h5><a href:
"https://destiny.fandom.com/wiki/Deep_Stone_Crypt_(Raid)">* 1. AKA Destiny
Fandom</h5></a></td>
    <td>This webpage gives you more content on <u>The deep stone
crypt raid</u></td>
  </tr>

  <tr>
    <td><h5><a href: "
https://www.youtube.com/watch?v=ujHVF63a9lk">* 2. AKA Spear's
YT</a></h5></td>
    <td>This webpage is a youtube channel from a local <u>destiny 2
content influencer</u>.
      This youtube channel features some awesome gameplay for the
new beyond light DLC combat!
    </td>
  </tr>

  <tr>
    <td><h5><a href:
"https://gamerant.com/destiny-2-beyond-light-crucible-maps-being-vaulted/"
>* 3. AKA Gamer Rant</a></h5></td>
    <td>This webpage is very similar to destiny fandom. However, it
gives us a look on why so many <u>maps</u> were vaulted
      with the new expansion.
    </td>
  </tr>

  <tr>

```

```

        <td><h5><a href:
"https://www.ign.com/wikis/destiny-2/Deep_Stone_Crypt">* 4. AKA IGN
GUIDE</a></h5></td>

        <td>This webpage is tutorial from the popular gameplayer's known
as IGN. In this article,

            you will find a "how to" on how to complete the <u>"Deep
Stone Crypt"</u>.

        </td>

    </tr>

    <tr>

        <td><h5><a href:
"https://www.polygon.com/destiny-2-guide-walkthrough/21611595/destiny-2-be
yond-light-guide-eyes-of-tomorrow-exotic-rocket-launcher-raid-drop-deep-st
one-crypt">* 5. AKA PLOYGON GUIDE</a></h5></td>

        <td>This webpage is another tutroial by the authors in
"Polygon". Furthermore, this article discusses the tutorial on how to get
            the <u>"Eyes Of Tommorow"</u> with a youtube supplementary
video.

        </td>

    </tr>

</table>

<footer>
    <p><small>Copyright &copy; 2024 Iffat Rahman</small></p> <!--syntax in
HTML used to indicate copyright-->
    <p><i><u>Below are the external links for the article
above:</u></i></p>
    <!--a href="html_images.asp" target="_blank">TEST</a-->
    <li><a href =
"https://destiny.fandom.com/wiki/Deep_Stone_Crypt_(Raid)">*Destiny
Fandom</a><img src = "fandom.png" id = "img" alt = "ghost"></li>
    <li><a href =
"https://www.youtube.com/watch?v=ujHVF63a9lk">*Youtube</a><img src =
"youtube.png" id = "img" alt = "youtube logo"></li>

```

```

    <li><a href =
"https://gamerant.com/destiny-2-beyond-light-crucible-maps-being-vaulted/"
>*Destiny Fandom</a><img src = "fandom.png" id = "img" alt = "ghost"></li>
    <li><a href =
"https://www.ign.com/wikis/destiny-2/Deep_Stone_Crypt">*IGN</a><img src =
"IGN.png" id = "img" alt = "ign logo"></li>
    <li><a href =
"https://www.polygon.com/destiny-2-guide-walkthrough/21611595/destiny-2-be
yond-light-guide-eyes-of-tomorrow-exotic-rocket-launcher-raid-drop-deep-st
one-crypt">*Polygon</a><img src = "Polygon.webp" id = "img" alt = "polygon
logo"></li>

</footer>

<p id = "BYL"><img src = "right_titan.gif" id = "GIF_left" alt = "happy
titan">
</p>

<p id = "BYL2"><strong><u>*A danicng titan is a happy
titan!*</u></strong></p>
<img src = "giphy.gif" id="GIF_left2" alt = "smile emoji">

<p id = "right_padding_2">
<strong>*Something to note:</strong>
    "This is the fifth destiny 2 DLC. The charcter on the right is the:
Exo stanger."
</p>

<p id = "right_padding_3">
<img src = "boruto.webp" id = "img_right" alt = "anime
character-boruto">
</p>

```

```
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle
.min.js"></script>
</body>
</html>
```

```
body{
    background-image: url('destiny2_art2.jpeg');
}

li{
    color: rgb(8, 147, 162);
    font: 90px;
}

.column {
    float: left;
    width: 33.33%;
    padding: 10px;
    height: 400px;
    background-color: rgb(202, 226, 226);
    border: 4px solid rgb(13, 13, 21);
    text-align: center;
}
```

```
.row:after{
    display: table;
}

.borderforimage{
    width: 120px;
    height: auto;
    border: double

table, th{
    border: 5px solid black;
    width: 50%;

}

td{
    border: 2 px double rgb(244, 15, 15);
}

ul{
    text-align: left;
    color:rgb(156, 53, 53);
}

#p{
    color: blue;
}

#red{
    color: darkred;
}

#GIF_left{
    display: block;
    width: 100px;
```

```
height:100px;
object-position: left;
object-fit: contain;
border-radius: 50%;
position:relative;
left:10px;
bottom: 15px;
}

#GIF_left2{ /*done*/
display: block;
width: 100px;
height:65px;
object-position: right;
border-radius: 50%;
position:relative;
left: 50px;
bottom: 2910px;
}

#BYL{

padding: 30px;
border: 3px solid black;
background-image: url("star-light.gif");
display: block;
width: 200px;
height:150px;
object-position: left;
object-fit: contain;
border-radius: 50px;
border: 5px solid black;
position:relative;
left:10px;
bottom: 2485px;
}

#BYL2{ /*done*/

padding: 30px;
```

```
border: 3px solid black;
background-color: lightblue;
display: block;
width: 200px;
height:150px;
object-position: left;
object-fit: contain;
border-radius: 50px;
border: 5px solid black;
position:relative;
left:10px;
bottom: 2818px;
text-align: left;
color: rgb(91, 5, 105);
font: 15px Arial;
}

#right_padding_2{ /*done*/

padding: 20px;
border: 3px solid black;
background-color: rgb(202, 149, 215);
display: block;
width: 200px;
height:150px;
object-position: left;
object-fit: contain;
border-radius: 50px;
border: 5px solid black;
position:relative;
left:1000px;
bottom: 3050px;
text-align: left;
color: rgb(91, 5, 105);
font: 15px Arial;
}
```

```
#right_padding_3{  /*done*/

    padding: 20px;
    border: 3px solid black;
    background-color: rgb(202, 149, 215);
    display: block;
    width: 200px;
    height:150px;
    object-position: left;
    object-fit: contain;
    border-radius: 50px;
    border: 5px solid black;
    position:relative;
    left:1000px;
    bottom: 3050px;
    text-align: left;
    color: rgb(91, 5, 105);
    font: 15px Arial;
    background-image: url("star-light.gif"); /*only works with gifs*/

}

#img_right{

    display: block;
    width: 100px;
    height:100px;
    object-position: left;
    object-fit: contain;
    border-radius: 50%;
    position:relative;
    left:20px;
    bottom: 1px;

}
```



```

<!DOCTYPE html>

<html>
<head>
    <meta charset="utf-8">
    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.
css">
    <link rel="stylesheet" href="style_sheet_rules_hw4.css">
    <link rel="stylesheet" href="banner.css">
    <link rel="stylesheet" href="lightfall.css">
    <link rel="stylesheet" href="style_sheet_rules_FTF.css">
    <link rel="stylesheet" href="footer_images.css">
    <link href="https://fonts.googleapis.com/icon?family=Material+Icons"
rel="stylesheet">
    <title>Lightfall</title>
</head>

<body>
    <nav class="navbar navbar-expand-lg bg-body-tertiary">
        <div class="container-fluid">
            <a class="navbar-brand" href="index.html">Home</a>
            <button class="navbar-toggler" type="button"
data-bs-toggle="collapse" data-bs-target="#navbarSupportedContent"
aria-controls="navbarSupportedContent" aria-expanded="false"
aria-label="Toggle navigation">
                <span class="navbar-toggler-icon"></span>
            </button>
            <div class="collapse navbar-collapse"
id="navbarSupportedContent">

                <ul class="navbar-nav me-auto mb-2 mb-lg-0">
                    <li class="nav-item">
                        <a class="nav-link" href="Fireteam
Finder.html">Fireteam Finder</a>
                    </li>
                    <li class="nav-item">
                        <a class="nav-link" href="The Taken King DLC.html">The
Taken King</a>
                    </li>

```

```
        <li class="nav-item">
            <a class="nav-link" href="Rise of Iron DLC.html">Rise
of Iron</a>
        </li>
        <li class="nav-item">
            <a class="nav-link" href="Beyond Light
DLC.html">Beyond Light</a>
        </li>
        <li class="nav-item">
            <a class="nav-link"
href="Lightfall.html">Lightfall</a>
        </li>
        <li class="nav-item">
            <a class="nav-link"
href="Shawdowkeep.html">Shawdowkeep</a>
        </li>
    </ul>

    <form class="d-flex" role="search">
        <input class="form-control me-2" type="search"
placeholder="Search" aria-label="Search">
        <button class="btn btn-outline-success"
type="submit">Search</button>
    </form>
</div>
</div>
</nav>

<section id = banner>
    <div>
        <div id ="bannerC">
            <div id ="bannerT">
                <strong>Ikora:</strong> "We will do everything in our
power to safely grip our light".
            </div>
        </div>
    </div>
</section>
```

```

<h5><u>Welcome to the Lightfall DLC!</u></h5>
<div class="row">
  <div class="column">
    <h1><i>NIGHTMARE T</i></h1>
    <ul>
      <li>Agony helm</li>
      <li>Agony chest and legs</li>
      <li>Agony class and boots</li>
    </ul>
    <img src = "titan_light.jpg" alt = "titan nightmare armour" class =
"borderforimage">
  </div>
  <div class="column">
    <h1><i>NIGHTMARE H</i></h1>
    <ul>
      <li>Trepidation helm</li>
      <li>Trepidation chest and legs</li>
      <li>Trepidation class and boots</li>
    </ul>
    <img src = "hunter_light.webp" alt = "hunter nightmare armour" class
= "borderforimage" id = "move">
  </div>
  <div class="column">
    <h1><i>NIGHTMARE W</i></h1>
    <ul>
      <li>Detestation helm</li>
      <li>Detestation chest and legs</li>
      <li>Destation class and boots</li>
    </ul>
    <img src = "warlock_light.jpg" alt = "warlock nightmare armour"
class = "borderforimage">
  </div>
</div>

<article>
  <section>
    <h1>What is the lightfall DLC?</h1>
    <p><strong>*The Lightfall DLC, is one of destiny 2's seventh DLC. The
DLC has introduced many new subclasses for the titan, hunter, and warlock.
The subclass

```

is called **"Strand"**. The DLC features a new PVE, PVP, and many other updated modes/maps that we will discuss here on our forum! Enjoy\*

<dl>

<!--We use the i element here to give the italicized look-->

<h2><dt><i>\* Raids and PVE:</i> </dt></h2>

<dd> There is a new raid called: **"Root Of Nightmares"**. KF features a challenge mode and easy mode. Both modes, have the guardians go through 4+ encounters. Many notable encounters include connecting nodes and multiple boss phases . Other PVE includes a new campaign, one strike, and NPC characters that can offer awesome side quest. It may sound disappointing that there is only one new strike. However, other strikes such as "Arms Dealer" and many more have been updated!

<br>

<img src = "raid.jpg" alt = "nightmare raid map" class = "borderforimage">

</dd>

<h2> <dt><i>\* Crucible</i>: </dt></h2>

<dd> The Crucible has lots of fun with the new DLC. For starters, there are lots of bug fixes and nerfs that have been done on the weapons. Furthermore, there are

new maps to play on. One map that comes to mind is "Meltdown". Meltdown is a updated map that is going to be introduced for players in clash, rumble, and other

gamemodes in pvp. In addition, with the image below, we have the dreaming city from the last wish raid!

<br>

<img src = "revamped.avif" alt = "crucible map" class = "borderforimage">

</dd>

<h2><dt><i>\* Weapons and others</i>: </dt></h2>

<dd>With the new DLC, there are new weapons we can use to play around with. One weapon is the "Conditional Finality Shotgun". This weapon is not a great example, of an exotic quest weapon.

In order to obtain this weapon, you have to grind the raid boss. However, fair warning, this raid will become more difficult as time goes on. Going back, this weapon has a awesome exotic

perk, that can split two elements, solar and stasis. VERY USEFUL FOR PVE!

```

                <br>
                <img src = "shotgun.jpg" alt = "exotic shotgun" class =
"borderforimage">
            </dd>
        </dl>
    </section>
</article>
<h4><strong>Below is a table of external links for futher understanding
and their respective info</strong></h4>

<table>

    <tr>
        <th><strong>Links</strong></th>
        <th><strong>Descriptions</strong></th>
    </tr>

    <tr>
        <td><h5><a href:
"https://www.gamesradar.com/destiny-2-lightfall-release-date-strand-classe
s-campaign/#:~:text=Lightfall%20features%20a%20fully%2Dfledged,eight%20mis
sions%20and%20one%20Strike.">* 1. AKA Games Radar</h5></a></td>
        <td>This webpage gives you more content on a leak overview of the
<u>lightfall dlc pack.</u></td>
    </tr>

    <tr>
        <td><h5><a href: "https://www.youtube.com/watch?v=7a31xjE2sMs">*
2. AKA Paul Tessi's YT</a></h5></td>
        <td>This webpage is a youtube channel from a local <u>destiny 2
content influencer</u>.
            In this video, the content creator gives his review on the DLC
as summary, very
            informative!
        </td>
    </tr>

    <tr>

```

```

        <td><h5><a href:
"https://www.sportskeeda.com/esports/bungie-announces-new-pvp-maps-game-mo
des-destiny-2-lightfall">* 3. AKA Sports Keeda</a></h5></td>

        <td>This webpage is another destiny 2 webpage that gives us the
details on all

                different kinds of destiny 2 <u>maps</u> that were released in
the lightfall dlc pack.

        </td>

</tr>

<tr>

        <td><h5><a href:
"https://www.ign.com/wikis/destiny-2/Destiny_2_Root_of_Nightmares_Raid_Gui
de:_All_Encounters,_Loot,_and_Puzzle_Solutions">* 4. AKA IGN
GUIDE</a></h5></td>

        <td>This webpage is tutorial from the popular gameplayer's known
as IGN. In this article,

                you will find a "how to" on how to complete the <u>Root Of
Nightmare</u>.

        </td>

</tr>

<tr>

        <td><h5><a href:
"https://www.polygon.com/destiny-2-guide-walkthrough/23640695/root-nightma
res-raid-walkthrough-nezarec-boss-fight">* 5. AKA PLOYGON
GUIDE</a></h5></td>

        <td>This webpage is another tutroial by the authors in "Polygon".
Furthermore, this article discusses the tutorial on how to get

                the <u>"Raid Shotgun"</u> along with the raid itself. However,
if the shotgun tutorial isn't there, which it may be, please find

                it else where.

        </td>

</tr>

```

```
</table>
```

```
<footer>
```

```
    <p><small>Copyright &copy; 2024 Iffat Rahman</small></p> <!--syntax in
HTML used to indicate copyright-->
```

```
    <p><i><u>Below are the external links for the article
above:</u></i></p>
```

```
    <!--a href="html_images.asp" target="_blank">TEST</a-->
```

```
    <li><a href =
"https://www.gamesradar.com/destiny-2-lightfall-release-date-strand-classe
s-campaign/#:~:text=Lightfall%20features%20a%20fully%2Dfledged,eight%20mis
sions%20and%20one%20Strike.">*Games Radar</a><img src = "fandom.png" id =
"img" alt = "ghost"></li>
```

```
    <li><a href =
"https://www.youtube.com/watch?v=7a31xjE2sMs">*Youtube</a><img src =
"youtube.png" id = "img" alt = "youtube logo"></li>
```

```
    <li><a href =
"https://www.sportskeeda.com/esports/bungie-announces-new-pvp-maps-game-mo
des-destiny-2-lightfall">*Sports Keeda</a><img src = "fandom.png" id =
"img" alt = "ghost"></li>
```

```
    <li><a href =
"https://www.ign.com/wikis/destiny-2/Destiny_2_Root_of_Nightmares_Raid_Gui
de:_All_Encounters,_Loot,_and_Puzzle_Solutions">*IGN</a><img src =
"IGN.png" id = "img" alt = "ign logo"></li>
```

```
    <li><a href =
"https://www.polygon.com/destiny-2-guide-walkthrough/23640695/root-nightma
res-raid-walkthrough-nezarec-boss-fight">*Polygon</a><img src =
"Polygon.webp" id = "img" alt = "polygon logo"></li>
```

```
</footer>
```

```
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle
.min.js"></script>
</body>
</html>
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

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

```
  <link rel="stylesheet"
```

```
href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.
css">
```

```
  <link rel="stylesheet" href="style_sheet_rules_hw4.css">
```

```
  <link rel="stylesheet" href="style_sheet_rules_FTF.css">
```

```
  <link rel="stylesheet" href="shawdokeep.css">
```

```
  <link rel="stylesheet" href="banner.css">
```

```
  <link rel="stylesheet" href="footer_images.css">
```

```
  <link href="https://fonts.googleapis.com/icon?family=Material+Icons"
rel="stylesheet">
```

```
  <title>Shadowkeep</title>
```

```
</head>
```

```
<body>
```

```
  <nav class="navbar navbar-expand-lg bg-body-tertiary">
```

```
    <div class="container-fluid">
```

```
      <a class="navbar-brand" href="index.html">Home</a>
```



```
        <button class="navbar-toggler" type="button"
data-bs-toggle="collapse" data-bs-target="#navbarSupportedContent"
aria-controls="navbarSupportedContent" aria-expanded="false"
aria-label="Toggle navigation">
            <span class="navbar-toggler-icon"></span>
        </button>
        <div class="collapse navbar-collapse"
id="navbarSupportedContent">

            <ul class="navbar-nav me-auto mb-2 mb-lg-0">
                <li class="nav-item">
                    <a class="nav-link" href="Fireteam
Finder.html">Fireteam Finder</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link" href="The Taken King DLC.html">The
Taken King</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link" href="Rise of Iron DLC.html">Rise
of Iron</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link" href="Beyond Light
DLC.html">Beyond Light</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link"
href="Lightfall.html">Lightfall</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link"
href="Shawdowkeep.html">Shawdowkeep</a>
                </li>
            </ul>

            <form class="d-flex" role="search">
                <input class="form-control me-2" type="search"
placeholder="Search" aria-label="Search">
```

```

        <button class="btn btn-outline-success"
type="submit">Search</button>
    </form>
</div>
</div>
</nav>

<section id = banner>
    <div>
        <div id="bannerC">
            <div id="bannerT">
                <strong>Cayde:</strong> "Don't forget my light guradian".
            </div>
        </div>
    </div>
</section>

<h5><u>Welcome to Shawdowkeep DLC! </u></h5>
<img src = "snow2.gif" alt = "snowy moon" class = "IMG">

<hr>

<div class="row">
    <div class="column">
        <h1><i>Garden T</i></h1>
        <p><u>The Titan Armour</u></p>
        <ul>
            <li>Righteousness helm</li>
            <li>Transcendence/exalt chest and legs</li>
            <li>Ascendancy class and boots</li>
        </ul>
        <img src = "garden_titan.jpg" alt = "titan gos armour" class =
"borderforimage">
    </div>
    <div class="column">
        <h1><i>Garden H</i></h1>
        <p><u>The hunter armour</u></p>
        <ul>

```

```

        <li>Righteousness helm</li>
        <li>Transcendence/exalt chest and legs</li>
        <li>Ascendancy class and boots</li>
    </ul>
    <img src = "garden_hunter.jpg" alt = "hunter gos armour" class =
"borderforimage">
</div>
<div class="column">
    <h1><i>Garden W</i></h1>
    <p><u>The warlock armour</u></p>
    <ul>
        <li>Righteousness helm</li>
        <li>Transcendence/exalt chest and legs</li>
        <li>Ascendancy class and boots</li>
    </ul>
    <img src = "garden_warlock.jpg" alt = "warlock gos armour" class =
"borderforimage">
</div>
</div>

<hr>

<article>
    <section>
        <h1>What is the Shadowkeep DLC?</h1>
        <p><strong>*The Shadowkeep DLC is the fourth expansion pack. This
setting behind this expansion pack is a scary hive and goblin scene. The
enemies here
        are based on the idea of hive and the vex. The DLC features a new
raid, pve mode, updates to pvp, and much more. As per usual, take a look
at the content below
        and enjoy! </p></strong>
        <dl>
            <!--We use the i element here to give the italicized look-->
            <h2><dt><i>* Raids and PVE:</i> </dt></h2>
            <dd> There is a new raid called: "Garden Of Salvation". GOS
features a challenge mode and easy mode. Both modes, have the guardians go
through multiple counters.

```

The encounters vary from tethering a light, protecting polls, and deafting a boss. When defeating the boss, you may pick up some orbs from deafting eneimes, this

is used as a timer for boss damage. Furthermore, we are also introduced to a new dungeon called the "Pit Of Heresey."Dungeons are like mini raids, but again, are

easier and only require three people. The raid makes you fight the vex, where the dungeon makes you fight the hive.

<br>

<img src = "garden.jpg" alt = "raid map" class = "borderforimage">

</dd>

<h2> <dt><i>\* Crucible</i>: </dt></h2>

<dd> The Crucible has lot's of fun with the new DLC. For starters, there a lot's of bug fixes and nerfs that have been done on the weapons. Furthermore, there are

new maps to play on. One map that comes to mind is the <strong>garden of salvation map</strong>. This map is very similar to the raid and has gaurdians fight

in game modes from clash, rumble, and elimination!

<br>

<img src = "pvp\_map.webp" alt = "pvp map" class = "borderforimage">

</dd>

<h2><dt><i>\* Weapons and others</i>: </dt></h2>

<dd>With the new DLC, there are new weapons we can use to play around with. One weapon is the <i class = "red"><strong>Divinity: Trace Rifle</i></strong>. This is a trace rile

that can be obtained from a exotic quest. The exotic perk here is that it can boost damage for your fireteam.

<br>

<img src = "trace.jpg" alt = "exotic weapon" class = "borderforimage">

</dd>

</dl>

</section>

</article>

<hr>

<h4><strong>Below is a table of external links for futher understanding and their respective info</strong></h4>

Links	Descriptions
<h5><a href="https://destiny.fandom.com/wiki/Shadowkeep">https://destiny.fandom.com/wiki/Shadowkeep</a></h5> * 1. AKA Destiny Fandom	This webpage gives you more content on <u>Shawdowkeep</u>
<h5><a href="https://www.youtube.com/watch?v=Dc--0_bjS3w">https://www.youtube.com/watch?v=Dc--0_bjS3w</a></h5> * 2. AKA Hamlet The Pig's YT	This webpage is a youtube channel from a local <u>destiny 2</u> content influencer. <p>Though he isn't very popular, the video give great input on whether the DLC is worth it in the year 2022!</p>
<h5><a href="https://destiny.fandom.com/wiki/Pit_of_Heresy#:~:text=Pit%20of%20Heresy%20is%20the,acquired%20through%20the%20quest%20Emergence.">https://destiny.fandom.com/wiki/Pit_of_Heresy#:~:text=Pit%20of%20Heresy%20is%20the,acquired%20through%20the%20quest%20Emergence.</a></h5> * 3. AKA Destiny Fandom PT2	This webpage is another destiny fandom webpage that gives us the details on all <u>Pit Of Heresy</u> pve mode.
<h5><a href="https://www.ign.com/videos/destiny-2-shadowkeep-garden-of-salvation-raid-finished-in-12-minutes">https://www.ign.com/videos/destiny-2-shadowkeep-garden-of-salvation-raid-finished-in-12-minutes</a></h5> * 4. AKA IGN NOT-GUIDE	

```

        <td>This webpage covers a POV from the speedrun of garden of
salvation. In this article,
        you will see how this fireteam was able to speed run the
<u>"Garden Of Salvation"</u>.
        </td>
    </tr>

    <tr>
        <td><h5><a href:
"https://www.polygon.com/destiny-2-shadowkeep-guide/2019/10/8/20904813/div
inity-exotic-quest-key-garden-of-salvation">* 5. AKA PLOYGON
GUIDE</a></h5></td>
        <td>This webpage is another tutroial by the authors in "Polygon".
Furthermore, this article discusses the tutorial on how to get
        the <u>exotice trace rifile "divnity"</u>.
        </td>
    </tr>
</table>

<footer>
    <p><small>Copyright &copy; 2024 Iffat Rahman</small></p> <!--syntax in
HMTL used to indicate copyright-->
    <p><i><u>Below are the external links for the article above:</u></i></p>
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"https://destiny.fandom.com/wiki/Pit_of_Heresy#:~:text=Pit%20of%20Heresy%2
0is%20the,acquired%20through%20the%20quest%20Emergence.">*Destiny
Fandom</a><img src = "fandom.png" id = "img" alt = "ghost"></li>
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finished-in-12-minutes">*IGN</a><img src = "IGN.png" id = "img" alt = "ign
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