After a couple of discussions of our adventure game, I had made a template of what the game should look like. This was then used to create the body of the HTML structure for the game which everyone in the group is currently using.
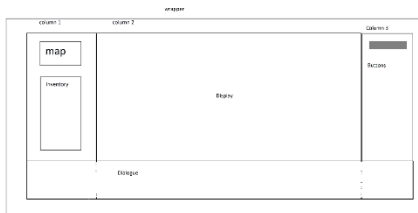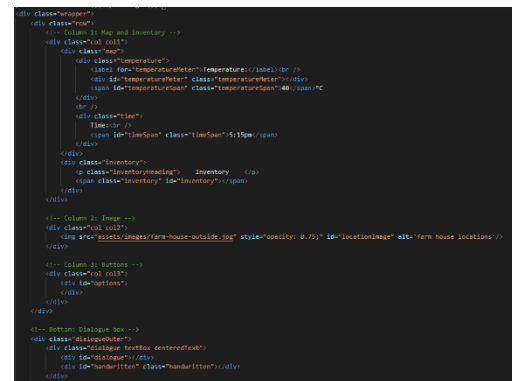

Figure 1: the template

Figure 2: the HTML structure

One of the key examples of CSS that I've done was changing the colour of the buttons when it is being hovered, so that it would indicate to the user that they were going to interact with the button they are hovering on.
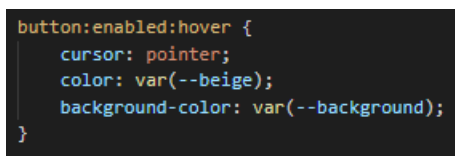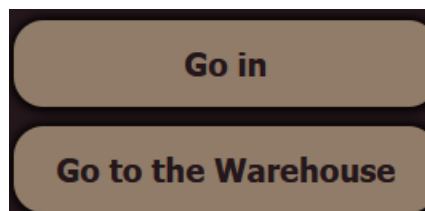

Figure 3: CSS on hovering
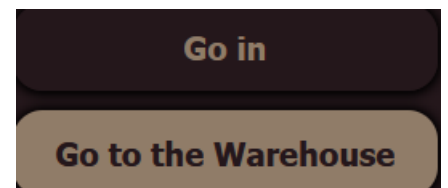

Figure 4: Before hovering

Figure 5: Hovering

Later, I created my location for the adventure game, which was the "Farmhouse", that also has its own JavaScript file. In the JS file, I have all my options of what you can do outside & inside the farmhouse. There is multiple different interaction with items u collect here and use those items to get some ending in farmhouse. Alternative, you can use those items in other location to get their endings. I had helped adding more statistics to the end screen with the help of collectables in my location.
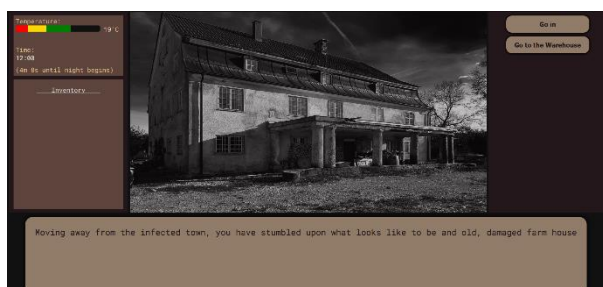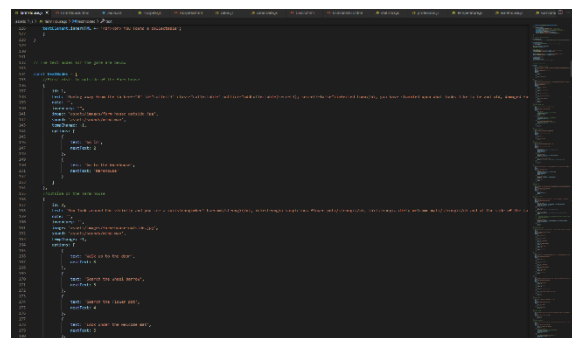

Figure 6: the location I made

Figure 7: The code for the location

Key features that I had a leading role was allowing the user to change font for the "lore" which was in a font that was handwritten to an easier to read font. This allows the user to enjoy the story rather than having difficulties reading the texts. This was done by creating two buttons within the text, which will call a function that will get the text element so that I'll be able to change the CSS on the fonts and size.
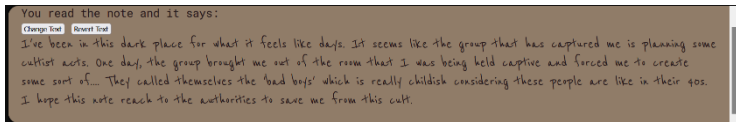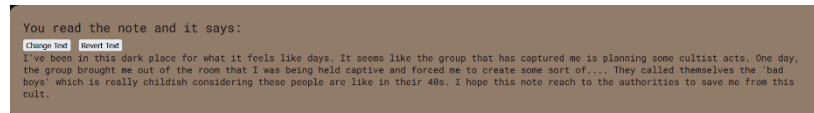
Figure 8: the Handwritten text

Figure 9: Changing the font

Another feature I made was hidden collectables you can collect through clicking on a word/phrase in the text which would then show a secret message at the statistics page in the end.

This was created by using the <a> tag to call a function whenever the text is clicked on. This function will check track on how many collectables has been collected, which will then use session storage to bring it to the statistics page. In the statistics page JS, there is an array of each character for the message, and I used a for loop to display the characters based on how many collectables you have collected.
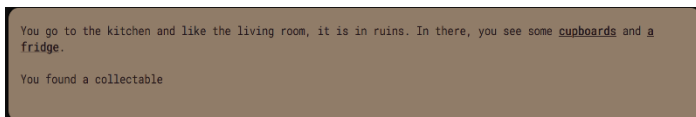

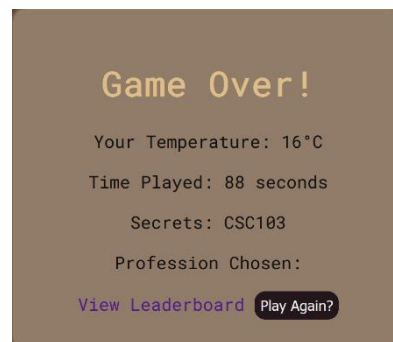**Figure 10: Collecting a collectable**

Figure 11: Secret Message

Another feature I had a role in was the sound system. As I've made the prototype that allowed sounds to be played in the location. This was then further improved by another group member (James).
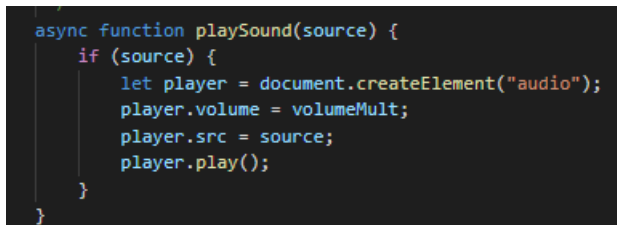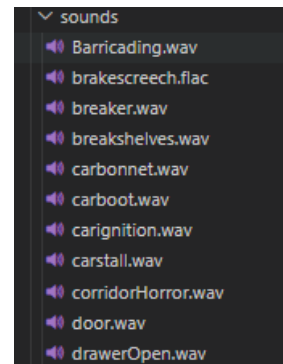

Figure 12: Code for sounds

Figure 13: Sound files