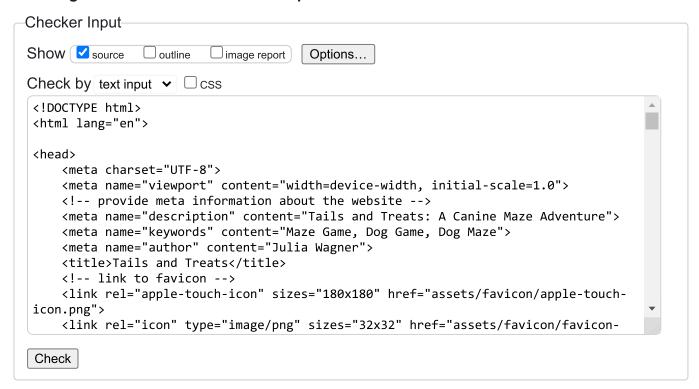
## Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

## Showing results for contents of text-input area



Use the Message Filtering button below to hide/show particular messages, and to see total counts of errors and warnings.

Message Filtering

## Document checking completed. No errors or warnings to show.

## Source

```
1. <!DOCTYPE html>←
2. <html lang="en">↔
3. ←
4. <head>←
5.
        <meta charset="UTF-8">↔
        <meta name="viewport" content="width=device-width, initial-scale=1.0">←
6.
7.
        <!-- provide meta information about the website -->←
8.
        <meta name="description" content="Tails and Treats: A Canine Maze</pre>
   Adventure">↔
9.
        <meta name="keywords" content="Maze Game, Dog Game, Dog Maze">←
10.
        <meta name="author" content="Julia Wagner">←
        <title>Tails and Treats</title>←
11
12
        <!-- link to favicon -->↔
13.
        <link rel="apple-touch-icon" sizes="180x180" href="assets/favicon/apple-</pre>
   14.
   href="assets/favicon/favicon-32x32.png">↔
   k rel="icon" type="image/png" sizes="16x16"
href="assets/favicon/favicon-16x16.png">↔
15.
        <!-- link to CSS file -->↔
16.
        <link rel="stylesheet" href="assets/css/style.css">←
17.
```

```
18. </head>↔
4 . 19
20. <body>←
21.
        <!-- Header -->↔
22.
        <header>←
23.
            <h1>Tails and Treats:</h1>↔
24.
            <h2>A Canine Maze Adventure</h2>↔
25. ←
26.
            <!-- button for menu only visible while playing the game -->↔
27.
            <nav id="game-menu" aria-hidden="true" aria-label="in-game</pre>
    navigation">↩
28.
                 <label for="sound" class="toggle-label">Sound Effects↔
                     <button type="button" name="sound" id="sound" role="switch"
29.
    aria-checked="false">↔
30.
                         <span>on</span><span>off</span>↔
31.
                     </button>←
32.
                 </label>↩
33.
                 <button id="btn-menu" class="btn btn-svg">Menu<span class="svg">↔
34.
                         <svg role="img" aria-describedby="icon-menu"
                                        width="24"↔
    xmlns="http://www.w3.org/2000/svg"
                             height="24" viewBox="0 0 24 24">↔
35.
                             <title id="icon-menu">menu icon to open the
36.
    menu</title>↩
37.
                             <path↩
38.
                                 d="M12 0c-6.627 0-12 5.373-12 12s5.373 12 12 12 12-
    5.373 12-12-5.373-12-12-12zm6 17h-12v-2h12v2zm0-4h-12v-2h12v2zm0-4h-12v-
    2h12v2z" />↩
39.
                         </svg></span></button>↔
                 <button id="btn-back" class="btn btn-svg">Back to the game<span</pre>
40.
    class="svg">↔
                         <svg role="img" aria-describedby="icon-close"</pre>
41.
    xmlns="http://www.w3.org/2000/svg" width="24"↔
                             height="24" viewBox="0 0 24 24">↔
42.
                             <title id="icon-close">close icon to close the
43.
    menu</title>↔
44.
                             <path↩
45.
                                 d="M12 Oc-6.627 O-12 5.373-12 12s5.373 12 12 12 12-
    5.373 12-12-5.373-12-12-12zm4.597 17.954l-4.591-4.55-4.555 4.596-1.405-1.405
    4.547-4.592-4.593-4.552 1.405-1.405 4.588 4.543 4.545-4.589 1.416 1.403-4.546
    4.587 4.592 4.548-1.403 1.416z" />↔
46.
                         </svg>↩
47.
                     </span></button>↔
48.
            </nav>↔
49.
        </header>↩
50. ←
51.
        <!-- Main content -->↔
52.
        <main aria-hidden="false">↔
53.
            <div id="menu-container" class="container">↔
                 <nav id="main-menu" aria-label="start game navigation">←
54.
55.
                     <button id="btn-start-game" class="btn menu-btn">Start new
    game</button>↔
56.
                     <button id="btn-rules" class="btn menu-btn">Rules

57.
                 </nav>←
58.
                 <figure>↔
                     <img src="assets/images/playground.svg" alt="animated image of</pre>
59.
    dogs on a playground">↔
60.
                 </figure>↩
61.
            </div>←
62.
            <div aria-hidden="true" id="outer-maze-container" class="container">↔
63.
                 <div id="maze-container"></div>↔
64.
65.
                 <div class="progress">↔
66.
                     <div class="progress-icon"><svg role="img" aria-</pre>
    describedby="icon-star"↔
67.
                             xmlns="http://www.w3.org/2000/svg" viewBox="0 0 24
    24">↩
68.
                             <title id="icon-star">star icon</title>↔
69.
                             <path↔
70
                                 d="M12 .58713.668 7.568 8.332 1.151-6.064 5.828
    1.48 8.279-7.416-3.967-7.417 3.967 1.481-8.279-6.064-5.828 8.332-1.151z" />↔
71.
                         </svg>←
```

```
72.
                          <span id="treats" class="progress-text bold-</pre>
     text">0</span>↔
 73.
                      </div>↔
74.
                      <div class="progress-icon"><svg role="img" aria-</pre>
     describedby="icon-clock"↔
75.
                              xmlns="http://www.w3.org/2000/svg" viewBox="0 0 24
     24">←
 76.
                              <title id="icon-clock">clock icon</title>↔
 77.
                              <path↔
 78.
                                  d="M12 0c-6.627 0-12 5.373-12 12s5.373 12 12 12 12-
     5.373 12-12-5.373-12-12-12zm7 14h-8v-9h2v7h6v2z" />↔
 79.
                          </svg>↔
                          <span id="time" class="progress-text bold-</pre>
 80.
     text">00:00</span>↔
 81.
                      </div>↩
                 </div>↩
 82.
                 <div class="controls">↔
 83.
 84.
                      <div id="up" class="control control-up"><svg role="img" aria-</pre>
     describedby="arrow-up" clip-rule="evenodd"↔
 85.
                              fill-rule="evenodd" stroke-linejoin="round" stroke-
     miterlimit="2" viewBox="0 0 24 24"↔
 86.
                              xmlns="http://www.w3.org/2000/svg">↔
                              <title id="arrow-up">arrow pointing up to move the dog
87.
     up</title>↔
 88.
                              <path↔
 89.
                                  d="m9.001 10.978h-3.251c-.412 0-.75-.335-.75-.752
     0-.188.071-.375.206-.518 1.685-1.775 4.692-4.945 6.069-
     6.396.189-.2.452-.312.725-.312.274 0 .536.112.725.312 1.377 1.451 4.385 4.621
     6.068 6.396.136.143.207.33.207.518 0 .417-.337.752-.75.752h-3.251v9.02c0
     .531-.47 1.002-1 1.002h-3.998c-.53 0-1-.471-1-1.002z"↔
90.
                                  fill-rule="nonzero" />↔
91.
                          </svg></div><br>↔
                      <div id="left" class="control control-left"><svg role="img"</pre>
92
     aria-describedby="arrow-left"↔
93.
                              clip-rule="evenodd" fill-rule="evenodd" stroke-
     linejoin="round" stroke-miterlimit="2"↔
 94.
                              viewBox="0 0 24 24"
     xmlns="http://www.w3.org/2000/svg">↔
95.
                              <title id="arrow-left">arrow pointing left to move the
     dog to the left</title>↔
96.
                              <path↩
                                  d="m10.978 14.999v3.251c0 .412-.335.75-.752.75-.188
97.
     0-.375-.071-.518-.206-1.775-1.685-4.945-4.692-6.396-
     6.069-.2-.189-.312-.452-.312-.725 0-.274.112-.536.312-.725 1.451-1.377 4.621-
     4.385 6.396-6.068.143-.136.33-.207.518-.207.417 0
     .752.337.752.75v3.251h9.02c.531 0 1.002.47 1.002 1v3.998c0 .53-.471 1-1.002
     1z"←
98.
                                  fill-rule="nonzero" />↔
99.
                          </svg></div>↩
100.
                      <div id="down" class="control control-down"><svg role="img"</pre>
     aria-describedby="arrow-down"↔
101.
                              clip-rule="evenodd" fill-rule="evenodd" stroke-
     linejoin="round" stroke-miterlimit="2"↔
102.
                              viewBox="0 0 24 24"
     xmlns="http://www.w3.org/2000/svg">↔
103.
                              <title id="arrow-down">arrow pointing down to move the
     dog down</title>↔
104.
                              <path↔
105.
                                  d="m9.001 13.022h-3.251c-.412 0-.75.335-.75.752 0
     .188.071.375.206.518 1.685 1.775 4.692 4.945 6.069
     6.396.189.2.452.312.725.312.274 0 .536-.112.725-.312 1.377-1.451 4.385-4.621
     6.068-6.396.136-.143.207-.33.207-.518 0-.417-.337-.752-.75-.752h-3.251v-
     9.02c0-.531-.47-1.002-1-1.002h-3.998c-.53 0-1 .471-1 1.002z"↔
106.
                                  fill-rule="nonzero" />↩
107.
                          </svg></div>←
108.
                      <div id="right" class="control control-right"><svg role="img"</pre>
     aria-describedby="arrow-right"↔
109.
                              clip-rule="evenodd" fill-rule="evenodd" stroke-
     linejoin="round" stroke-miterlimit="2"↔
110.
                              viewBox="0 0 24 24"
     xmlns="http://www.w3.org/2000/svg">↔
```

```
111.
                                                         <title id="arrow-right">arrow pointing right to move
         the dog to the right</title>↔
112.
                                                         <path↔
113.
                                                                 d="m13.022 14.999v3.251c0 .412.335.75.752.75.188 0
          .375-.071.518-.206 1.775-1.685 4.945-4.692 6.396-6.069.2-.189.312-.452.312-.725
         0-.274-.112-.536-.312-.725-1.451-1.377-4.621-4.385-6.396-
         6.068-.143-.136-.33-.207-.518-.207-.417 0-.752.337-.752.75v3.251h-9.02c-.531 0-
         1.002.47-1.002 1v3.998c0 .53.471 1 1.002 1z"↔
114.
                                                                 fill-rule="nonzero" />↔
115.
                                                 </svg></div>↔
116.
                                 </div>↩
117.
                          </div>←
118. ←
119.
                         <!-- start game modal content -->↔
120.
                         <aside aria-hidden="true" id="modal-start-game" class="modal" aria-</pre>
         describedby="modal-start-game-description"↔
                                 aria-label="start game modal">↔
121.
122.
                                 <div class="modal-content">↔
                                         <button id="close-start-game" class="close btn">Close <span</pre>
123.
         class="icon">×</span></button>↔
124.
                                         <div class="modal-text">\leftrightarrow
125.
                                                 <h3 class="bigger-heading">Choose your dog and
         difficulty</h3>↔
                                                 <form method="GET" id="start-game-form" class="mt-2">←
126.
127.
                                                         <fieldset class="dogs">↔
128.
                                                                 <legend class="form-heading">Dog</legend>↔
                                                                 <div class="form-group">↔
129.
130.
                                                                         <input type="radio" id="retriever" name="dog"</pre>
         value="retriever" checked required>←
131.
                                                                         <label for="retriever">Golden Retriever↔
132.
                                                                                 <img
         \verb|src="assets/images/character_retriever.svg"| \leftarrow \\
133.
                                                                                         alt="animated image of a Golden
         Retriever">↔
134.
                                                                         </label>↩
135.
                                                                 </div>↔
                                                                 <div class="form-group">↔
136.
                                                                         <input type="radio" id="beagle" name="dog"</pre>
137.
         value="beagle">↔
138.
                                                                         <label for="beagle">Beagle↔
139.
                                                                                 <img
         \verb|src="assets/images/character_beagle.svg"| alt="animated image of a Beagle"> \leftarrow |src="assets/images/character_beagle.svg"| alt="assets/images/character_beagle.svg"| alt="assets/images/chara
140.
                                                                         </label>↩
141.
                                                                 </div>←
142.
                                                                 <div class="form-group">←
143.
                                                                         <input type="radio" id="pug" name="dog"</pre>
         value="pug">↔
144.
                                                                         <label for="pug">Pug↔
145.
                                                                                 <img src="assets/images/character_pug.svg"</pre>
         alt="animated image of a Pug">↔
146.
                                                                         </label>↩
147.
                                                                 </div>↔
148.
                                                                 <div class="form-group">↔
149.
                                                                         <input type="radio" id="frenchie" name="dog"</pre>
         value="frenchie">↔
150.
                                                                         <label for="frenchie">Frenchie↔
151.
         src="assets/images/character_frenchie.svg" alt="animated image of a
         Frenchie">↩
152.
                                                                         </label>↩
153.
                                                                 </div>↔
154.
                                                                 <div class="form-group">←
155.
                                                                         <input type="radio" id="dachshund" name="dog"</pre>
         value="dachshund">←
156.
                                                                         <label for="dachshund">Dachshund↔
157.
                                                                                 <img
         \verb|src="assets/images/character_dachshund.svg"| \leftarrow \\
158.
                                                                                         alt="animated image of a Dachshund">↔
159.
                                                                         </label>↩
160.
                                                                 </div>↔
161.
                                                         </fieldset>↩
```

```
27.09.23, 20:54
                                     Showing results for contents of text-input area - Nu Html Checker
                                  <fieldset class="difficulty desktop">←
    162.
    163.
                                      <legend class="form-heading">Difficulty</legend>↔
    164.
                                      <div class="form-group">←
                                          <input type="radio" id="easy" name="difficulty"</pre>
    165.
         value="easy" required>↔
    166.
                                          <label for="easy">Easy</label>←
    167.
                                      </div>↩
    168.
                                      <div class="form-group">←
                                          <input type="radio" id="medium"</pre>
    169.
         name="difficulty" value="medium">↔
    170.
                                          <label for="medium">Medium</label>←
    171.
                                      </div>←
    172.
                                      <div class="form-group">↔
                                          <input type="radio" id="hard" name="difficulty"</pre>
    173.
         value="hard">↔
    174.
                                          <label for="hard">Hard</label>←
    175.
                                      </div>←
    176.
                                  </fieldset>↔
    177.
                                  <fieldset class="difficulty mobile">←
                                      <legend class="form-heading">Difficulty</legend>↔
    178.
                                      <div class="form-group">↔
    179.
                                          <input type="radio" id="mobile"</pre>
    180.
         name="difficulty" value="mobile" required>↔
    181.
                                          <label for="mobile">Mobile</label>←
    182.
                                      </div>↔
    183.
                                      Only one type of maze is
         available for your screen size. To choose a↔
    184.
                                          different maze use a bigger device like a
         laptop or tablet.
    185.
                                  </fieldset>↩
                                  <button type="submit" class="cta-btn mt-
    186.
         2">Start</button>↔
    187.
                              </form>↔
    188.
                          </div>↔
    189.
                          <div class="screenreader-info" id="modal-start-game-</pre>
         description">↔
    190.
                              This is a modal which overlays the main content. The modal
         begins with a heading called "Choose↔
    191.
                              your dog and difficulty". ↔
    192.
                              Pressing the Close button at the bottom of the modal will
         close the modal.↔
    193.
                          </div>↩
    194.
                     </div>←
    195.
                 </aside>←
    196. ←
    197.
                 <!-- rules modal content -->↔
    198.
                 <aside aria-hidden="true" id="modal-rules" class="modal" aria-</pre>
         describedby="modal-rules-description"↔
    199.
                     aria-label="rules modal">↔
    200.
                     <div class="modal-content">↔
    201.
                          <button id="close-rules" class="close btn">Close <span</pre>
         class="icon">×</span></button>↔
    202.
                          <div class="modal-text">↔
                              <h3 class="bigger-heading">Game Rules</h3>↔
    203.
    204.
                              To begin playing, click on <span class="bold-text">Start
         new game</span> in the menu. Then you↔
    205.
                                  can select a dog character and difficulty.↔
    206.
                              Once you chose your character and difficulty, the game
         begins. You can enable or disable optional↔
    207.
                                  sound effects using the toggle switch.↔
    208.
                                  You will move your dog around the maze <span
         class="bold-text">collecting treats</span>. The↔
                                  goal of the game is to collect as↔
    209.
    210.
                                  many treats as possible and make your dog happy. ↔
    211.
                                  After exiting the maze, you will see <span class="bold-
         text">how well you filled the dog´s↔
    212.
                                      bowl</span>.↔
    213.
                              You can navigate the maze using either your <span</p>
         class="bold-text">keyboard controls or the↔
    214.
                                      buttons</span>↔
    215.
                                  provided underneath the maze.↔
```

```
216.
                        ←
217.
                        Each time you start a new game, the maze is <span
    class="bold-text">created randomly</span> so↔
218.
                            you will face a new challenge↔
219.
                            each time you play. When finishing the maze, you get a
     <span class="bold-text">score</span>←
220.
                            based on the number of↔
221.
                            treats you collected and the time it took. Try to <span
    class="bold-text">beat your↔
222.
                                highscore</span> the next time you play!↔
223.
                    </div>↩
224.
                    <div class="screenreader-info" id="modal-rules-description">←
225.
                        This is a modal which overlays the main content. The modal
    begins with a heading called "Game↔
226.
                        Rules". ←
227.
                        Pressing the Close button at the bottom of the modal will
    close the modal.↔
228.
                    </div>←
229.
                </div>↔
230.
            </aside>←
231. ←
232.
            <!-- congratulations modal content -->↔
            \forall caside aria-hidden="true" id="modal-congratulations" class="modal" \leftrightarrow
233.
234.
                aria-describedby="modal-congratulations-description" aria-
    label="congratulations modal">\leftarrow
235.
                <div class="modal-content">↔
236.
                    <div class="modal-text">←
237.
                        <h3 class="bigger-heading mt-2">Woof, woof!</h3>↔
238.
                        <div class="congratulations-images">↔
239.
                            <figure id="congratulations-dog"></figure>←
240.
                            <figure id="congratulations-bowl"></figure>←
                        </div>←
241.
242.
                        ↔
243.
                        <div class="highscore-container">←
244.
                            ↔
245.
                                <caption class="bigger-heading mb-</pre>
    1">Highscore</caption>↔
246.
                                <thead>←
247.
                                    ←
248.
                                        <svg role="img" aria-describedby="icon-</pre>
    medal" xmlns="http://www.w3.org/2000/svg"↔
249.
                                                width="24" height="24" viewBox="0 0
    24 24">↩
250.
                                                <title id="icon-medal">medal icon
    decorating table column for highscore↔
251.
                                                    position</title>↔
252.
                                                <path↩
253.
                                                    d="M12 10c-3.865 0-7 3.134-7
    7s3.135 7 7 7 7-3.134 7-7-3.135-7-7-7zm0 12c-2.762 0-5-2.239-5-5s2.238-5 5-5 5
    2.239 5 5-2.238 5-5 5zm1.484-4.315l1.516-1.457-2.083-.287-.917-1.892-.917
    1.892-2.083.287 1.516 1.457-.369 2.07 1.853-.992 1.854.992-.37-2.07zm-5.484-
    17.68515.958 8h-3.9581-6-8h4zm6.604 7.19415.396-7.194h-41-3.376 4.534 1.98
    2.66z" />↔
254.
                                            </svg>↔
255.
                                        Dog↔
256.
                                        Difficulty←
257.
                                        Score↔
258.
                                    ↔
259.
                                </thead>↩
260.
                                ↔
261.
                            ←
262.
                        </div>↩
                        <button id="reset-highscore" class="reset-btn">Reset
263
    Highscore</button>↔
                        <button id="restart" class="cta-btn mt-2">Start a new
264.
    game</button>↔
265.
                    </div>←
266.
                    <div class="screenreader-info" id="modal-congratulations-</pre>
    description">↩
267.
                        This is a modal which overlays the main content. The modal
    begins with a heading called↔
```

```
268.
                         "Congratulations". ←
269.
                         Pressing the Close button at the bottom of the modal will
     close the modal. ↔
270.
                     </div>↩
271.
                 </div>↩
272.
             </aside>↩
273.
         </main>↔
274. ←
275.
         <!-- Footer -->↔
276.
         <footer>↔
277.

<
278.
                 ←
279.
                     <a href="https://github.com/Julia-Wagner" class="footer-icon"</pre>
     target=" blank" rel="noopener"↔
280.
                         aria-label="open my GitHub profile in a new tab">↔
281.
                         <svg xmlns="http://www.w3.org/2000/svg" width="24"
     height="24" viewBox="0 0 24 24">↔
282.
                             <path↩
283.
                                 d="M19 0h-14c-2.761 0-5 2.239-5 5v14c0 2.761 2.239
     5 5 5h14c2.762 0 5-2.239 5-5v-14c0-2.761-2.238-5-5-5zm-4.466
     19.59c-.405.078-.534-.171-.534-.384v-2.195c0-.747-.262-1.233-.55-1.481
     1.782-.198 3.654-.875 3.654-3.947 0-.874-.312-1.588-.823-2.147.082-.202.356-
     1.016-.079-2.117 0 0-.671-.215-2.198.82-.64-.18-1.324-.267-2.004-.271-.68.003-
     1.364.091-2.003.269-1.528-1.035-2.2-.82-2.2-.82-.434 1.102-.16 1.915-.077
     2.118-.512.56-.824 1.273-.824 2.147 0 3.064 1.867 3.751 3.645
     3.954-.229.2-.436.552-.508 1.07-.457.204-1.614.557-2.328-.666 0 0-.423-.768-
     1.227-.825 0 0-.78-.01-.055.487 0 0 .525.246.889 1.17 0 0 .463 1.428
     2.688.944v1.489c0 .211-.129.459-.528.385-3.18-1.057-5.472-4.056-5.472-7.59 0-
     4.419 3.582-8 8-8s8 3.581 8 8c0 3.533-2.289 6.531-5.466 7.59z" />↔
284.
                         </svg>←
285.
                     </a>←
286.
                 ↩
287.
                 ←
288.
                     <a href="https://www.linkedin.com/in/julia-wagner-0ba4461a8"</pre>
     class="footer-icon" target="_blank"↔
289.
                         rel="noopener" aria-label="open my LinkedIn profile in a
     new tab">↩
290.
                         <svg xmlns="http://www.w3.org/2000/svg" width="24"</pre>
     height="24" viewBox="0 0 24 24">↔
291.
                             <path↩
292.
                                 d="M19 0h-14c-2.761 0-5 2.239-5 5v14c0 2.761 2.239
     5 5 5h14c2.762 0 5-2.239 5-5v-14c0-2.761-2.238-5-5-5zm-11 19h-3v-11h3v11zm-1.5-
     12.268c-.966 0-1.75-.79-1.75-1.764s.784-1.764 1.75-1.764 1.75.79 1.75
     1.764-.783 1.764-1.75 1.764zm13.5 12.268h-3v-5.604c0-3.368-4-3.113-4 0v5.604h-
     3v-11h3v1.765c1.396-2.586 7-2.777 7 2.476v6.759z" />↔
293.
                         </svg>←
294.
                     </a>←
295.
                 ↔
             ←
296.
297.
             © 2023 Julia Wagner

298.
         </footer>↩
         <!-- class MazeBuilder taken from https://www.the-art-of-
299.
     web.com/javascript/playable-maze-generator/ and adapted to the needs of this
     game -->↩
300.
         <script src="assets/js/maze-builder.js"></script>←
         <script src="assets/js/script.js"></script>↔
301.
302. </body>←
303. ←
304. </html>
```

Used the HTML parser.

Total execution time 42 milliseconds.

About this checker • Report an issue • Version: 23.8.18