

Faculty of Information Technology									
<div>I declare that I am familiar with, and will abide to the Examination rules of CTU</div> <div><div>J.v.B</div><div>Signature</div></div>	<div>SUBJECT NAME: Core Web Development</div> <div>SUBJECT CODE: CW411</div>								
	<div>Formative Assessment 2</div> <div>Duration:</div> <div>Date:</div> <div>Total Marks:</div> <div>Total pages:</div>					<div>Examiner:</div> <div>Moderator:</div>			
	Student number								
	1	2	6	2	7				
	<div>Surname: van Baalen</div>					<div>Initials: J</div>		<div>/</div>	

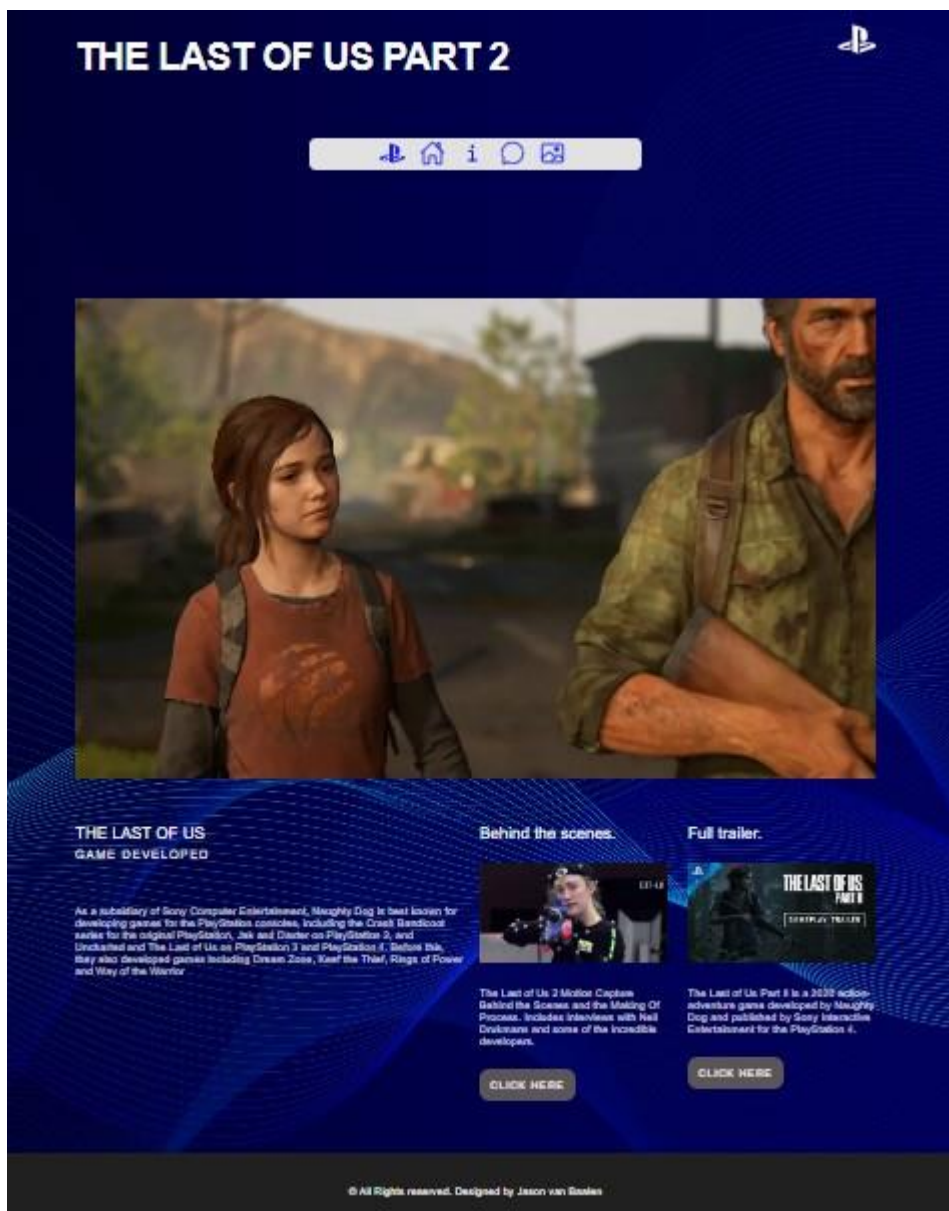
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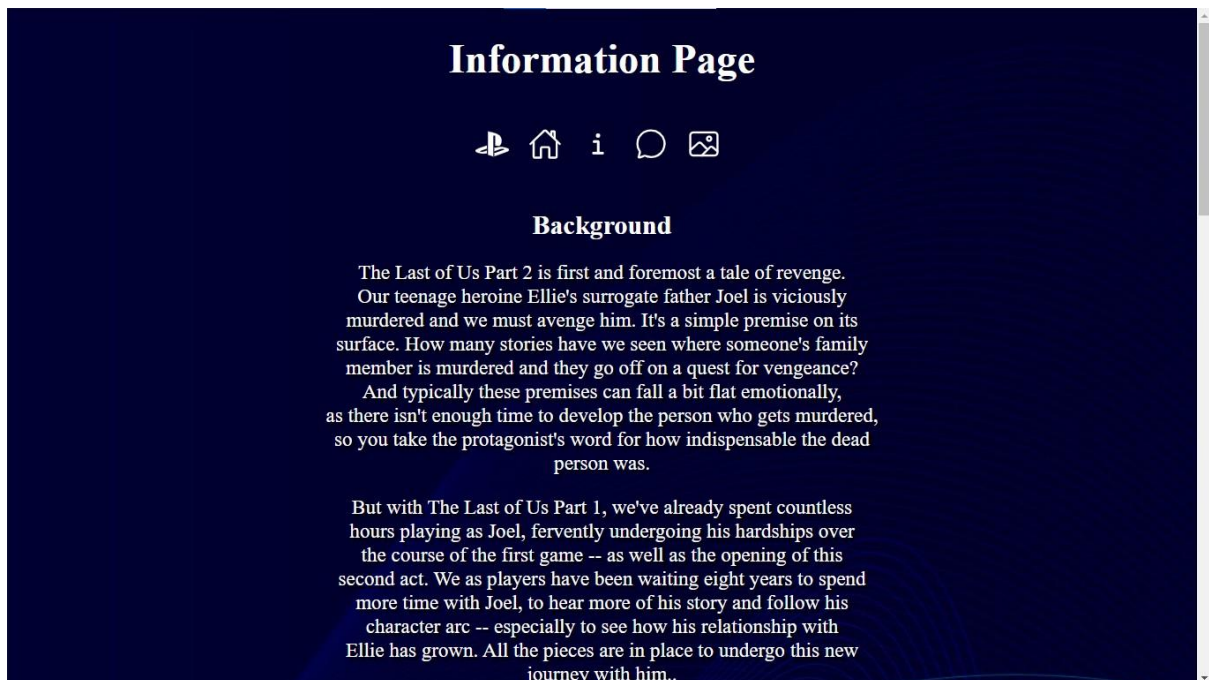
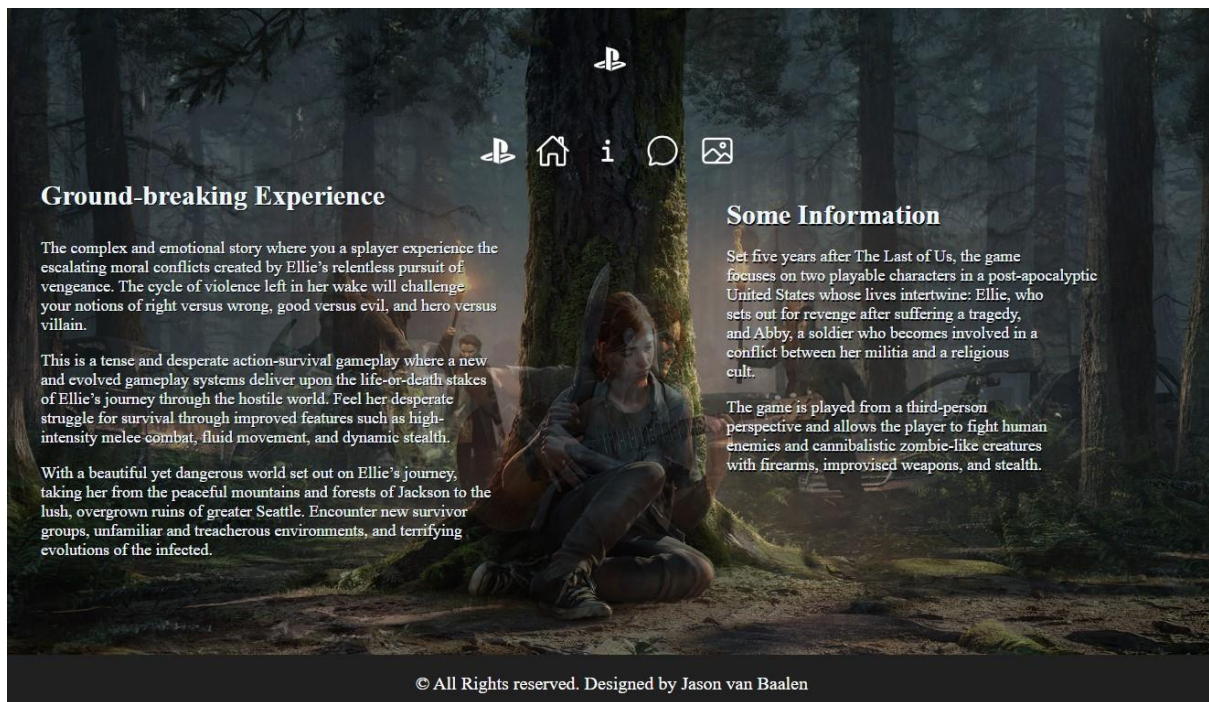
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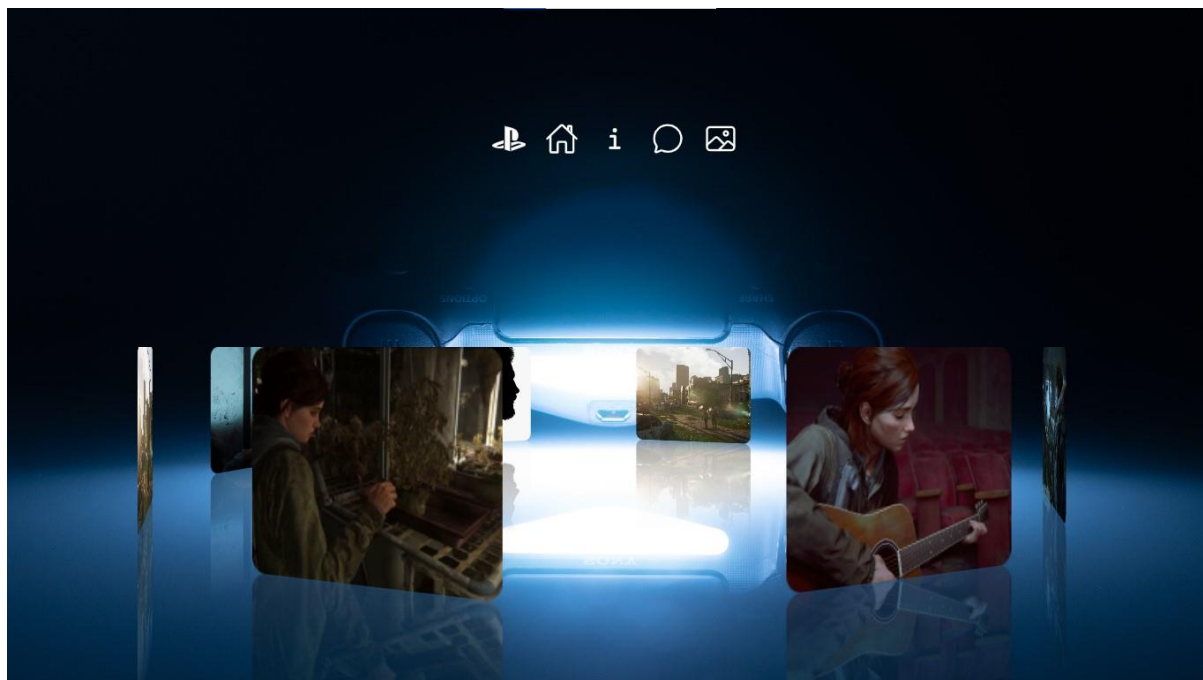
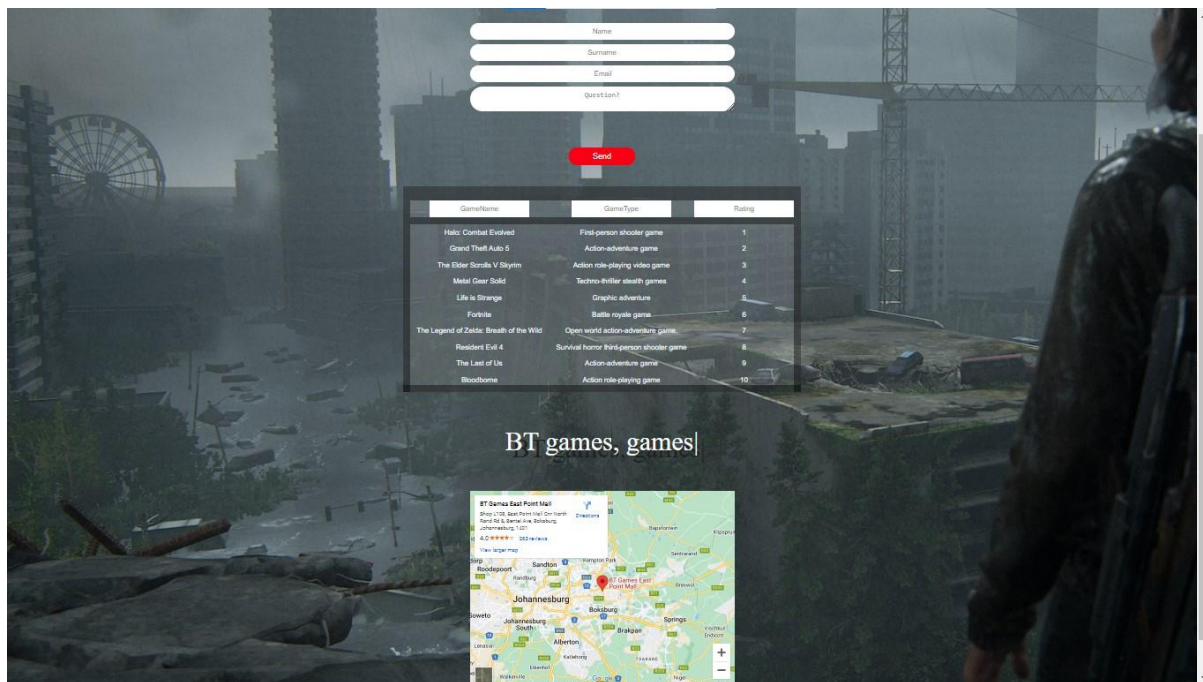
Bibliography

Gaming Website

Screenshots:







LandingPage:

HTML

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="LandingPage.css" type="text/css">
  <title>The last of us Part2</title>
</head>
<body>

  <div id="wrapper">
    <div id="header-wrapper">
      <div id="header" class="container">
        <div id="logo">
          <h1>The last of us Part 2</h1>
        </div>
        <div id="ps">
          <a href="https://www.playstation.com/en-za/"><ion-icon
name="logo-playstation"></ion-icon></a>
        </div>
      </div>

      <div id="icon" class="container">
        <ul>
          <li><a href="../Landing/LandingPage.html" >
            <span class="icons"><ion-icon name="logo-
playstation"></ion-icon></span>
            <span class = "text">Landing</span></a></li>
          <li><a href="../Home/HomePage.html" >
            <span class="icons"><ion-icon name="home-outline"></ion-
icon></span>
            <span class = "text">Home</span></a></li>
          <li><a href="../About/AboutPage.html" >
            <span class="icons"><ion-icon name="information-
outline"></ion-icon></span>
            <span class = "text">About</span></a></li>
          <li><a href="../Contact/ContactPage.html" >
            <span class="icons"><ion-icon name="chatbubble-
outline"></ion-icon></span>
            <span class = "text">Contact</span></a></li>
        </ul>
      </div>
    </div>
  </body>
</html>
```

```

        <li><a href="../Gallary/GallaryPage.html" >
            <span class="icons"><ion-icon name="image-outline"></ion-
icon></span>

            <span class = "text">Gallary</span></a></li>
            <div class="icon"></div>
        </ul>
    </div>
    <br>

    <script type="module"
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.esm.js"></script>
    <script nomodule
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.js"></script>

    <br>
    <br>
    <br>
    <br>
    <br>
    <br>
    <br>

    <div id="page" class="container">
        <div>
            <a href="#" class="image image-full">
                <video src="../media/video.mp4" muted autoplay
loop></video>
            </a>
        </div>
        <div class="column column1">
            <div class="title">
                <h2>THE LAST OF US</h2>
                <span class="byline">Game developed</span>
            </div>
            <p> As a subsidiary of Sony Computer Entertainment,
                Naughty Dog is best known for developing games for the
                PlayStation consoles, including the Crash Bandicoot series
                for the original PlayStation, Jak and Daxter on
                PlayStation 2,
                and Uncharted and The Last of Us on PlayStation 3 and
                PlayStation 4.
                Before this, they also developed games including Dream
                Zone,
                Keef the Thief, Rings of Power and Way of the
                Warrior</p>

            </div>
            <div class="column column3">

```

```

        <div class="title">
            <h2>Behind the scenes.</h2>
        </div>
        
        <p>The Last of Us 2 Motion Capture Behind the Scenes and the
Making Of Process.
            Includes interviews with Neil Druckmann and some of the
incredible developers.</p>
        <a
href="https://www.youtube.com/watch?v=UZ2jld2ynms&ab_channel=DanAllenGaming"
class="button">Click here</a>

    </div>
    <div class="column column4">
        <div class="title">
            <h2>Full trailer. </h2>
        </div>
        
        <p>The Last of Us Part II is a 2020 action-adventure game
developed by Naughty Dog
            and published by Sony Interactive Entertainment for the
PlayStation 4. </p>
        <a
href="https://www.youtube.com/watch?v=X0VubwgS2Y4&ab_channel=IGN"
class="button">Click here</a>
    </div>
</div>
</div>

<div id="footer">
    <p>
        &copy; All Rights reserved. Designed by Jason van Baalen

    </p>
</div>

<script src="Main.js"></script>

</body>
</html>

```


CSS

```
html,body{
    height: 100%;
}
/* BODY */
body{
    margin: 0;
    padding: 0;
    font-family: 'Source Sans Pro', sans-serif;
    font-size: 16px;
    font-weight: 400;
    color: rgba(255, 255, 255, 0.8);
}

.image-full{
    display: block;
    width: 100%;
    margin : 0 0 4em 0;
}

.container{
    width: 1200px;
    margin: 0px auto;
}

/* Header */
#header-wrapper{
    background: #000000 url(../media/ps-background.jpg);
    background-size: cover;
}
#header{
    position: relative;
    overflow: hidden;
    height: 200px;
}
/*Logo*/
#logo{
    position: absolute;
    top: 3em;
    left: 0;
}
#logo h1, #logo p{
    margin: 0;
    padding: 0;
}
#logo h1{
    letter-spacing: -1px;
    text-transform: uppercase;
}
```

```
        color: #ffffff;
        font-size: 3.5em;
    }

#ps a{
    position: relative;
    display: block;
    line-height: 125px;
    font-size: 3.5em;
    text-align: right;
    color: rgb(255, 255, 255);
}

/* Icon */

#icon{
    position: relative;
    width: 500px;
    height: 50px;
    background: #e2e2e2;
    display: flex;
    justify-content: center;
    align-items: center;
    border-radius: 10px;
}

#icon ul{
    display: flex;
    width: 350px;
}

#icon ul li .text{
    color: #ffffff;
}

#icon ul li{
    position: relative;
    list-style: none;
    width: 60px;
    height: 65px;
    z-index: 5;
}

#icon ul li a {
    position: relative;
    display: flex;
```

```

        justify-content: center;
        align-items: center;
        flex-direction: column;
        width: 100%;
        text-align: center;
        font-weight: 300;
    }

#icon ul li a .icons{
    position: relative;
    display: block;
    line-height: 75px;
    font-size: 2.5em;
    text-align: center;
    transition: 0.5s;
    color: rgb(26, 26, 252);
}

#icon ul li:hover a .icons {
    transform: translateY(-8px);
}

#icon ul li a .text{
    position: absolute;
    color: var(--clr);
    font-weight: 400;
    font-size: 1.05em;
    letter-spacing: 0.05em;
    transition: 0.5s;
    opacity: 0;
    transform: translateY(20px);
}

#icon ul li:hover a .text{
    opacity: 1;
    transform: translateY(12px);
}

}

/* Page */
#page{
    overflow: hidden;
    padding: 3em 0em 5em 0em;
}
#page img{
    margin-bottom: 1em;
}
#page .title{

```

```

        margin-bottom: 2em;
    }
#page .title h2{
    font-size: 1.5em;
    font-weight: 400;
    color: rgb(255, 255, 255);
}
#page .title .byline{
    display: block;
    padding-bottom: 2em;
    color: rgb(255, 255, 255);
}
#page .column1{
    width: 582px;
}
#page .button{
    margin-top: 1em;
}

/* Footer */
#footer{
    overflow: hidden;
    background: #202020;
    padding: 2em 0px 1em 0px;
}
#footer p{
    text-align: center;
    color: rgb(255, 255, 255);
}

/* Column */
.column1,
.column2,
.column3,
.column4{
    width: 282px;
}
.column1,
.column2,
.column3{
    float: left;
    margin-right: 24px;
}
.column4{
    float: right;
}

/* Button */

```

```

.button{
  display: inline-block;
  margin-top: 2em;
  padding: 0em 1em;
  background-color: #5c5558;
  line-height: 3em;
  border-radius: 15px;
  letter-spacing: 0.10em;
  text-decoration: none;
  color: #ffffff;
  text-transform: uppercase;
  font-size: 1em;
  font-weight: 400;
}

.title{
  margin-bottom: 3em;
}

.title h2{
  margin: 0;
  padding: 0;
  font-size: 2.8em;
  color: (255 255 255 0.9);
}

.title .byline{
  padding-top: 0.5em;
  letter-spacing: 0.15em;
  text-transform: uppercase;
  font-size: 1.1em;
  color:#5e3d4a;
}

/* Animation property */
.button {
  animation: wiggle 2s linear infinite;
}

/* Keyframes */
@keyframes wiggle {
  0%, 7% {
    transform: rotateZ(0);
  }
  15% {

```

```

        transform: rotateZ(-15deg);
    }
    20% {
        transform: rotateZ(10deg);
    }
    25% {
        transform: rotateZ(-10deg);
    }
    30% {
        transform: rotateZ(6deg);
    }
    35% {
        transform: rotateZ(-4deg);
    }
    40%, 100% {
        transform: rotateZ(0);
    }
}

.container ul li icon{
    position: relative;
    list-style: none;
    width: 70px;
    height: 70px;
    z-index: 1;
}

.container ul li icon{
    position: relative;
    display: none;
    justify-content: center;
    align-items: center;
    flex-direction: column;
    width: 100%;
    text-align: center;
    font-weight: 500;
}

```

HomePage:

HTML

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">

```



```

<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<link rel="stylesheet" href="HomePage.css" type="text/css">
<link rel="stylesheet" href="HomePage.js" type="text/Javascript">
<title>HomePage</title>
</head>
<body>
    <audio src="media/Ellie - Take on Me.mp3" type="audio/mp3" autoplay
loop></audio>
    <div class="header">
        <div id="ps">
            <a href="https://www.playstation.com/en-za/"><ion-icon name="logo-
playstation"></ion-icon></a>
        </div>
    </div>

    <div id="icon">
        <ul>
            <li><a href="../Landing/LandingPage.html" >
                <span class="icons"><ion-icon name="logo-playstation"></ion-
icon></span>
                <span class = "text">Landing</span></a></li>
            <li><a href="../Home/HomePage.html" >
                <span class="icons"><ion-icon name="home-outline"></ion-
icon></span>
                <span class = "text">Home</span></a></li>
            <li><a href="../About/AboutPage.html" >
                <span class="icons"><ion-icon name="information-
outline"></ion-icon></span>
                <span class = "text">About</span></a></li>
            <li><a href="../Contact/ContactPage.html" >
                <span class="icons"><ion-icon name="chatbubble-outline"></ion-
icon></span>
                <span class = "text">Contact</span></a></li>
            <li><a href="../Gallary/GallaryPage.html" >
                <span class="icons"><ion-icon name="image-outline"></ion-
icon></span>
                <span class = "text">Gallary</span></a></li>
        </ul>
    </div>
    <br>

    <div class="summary">
        <span class="title" style="font-size: 30px ;"><b>Some
Information</b></span>

        <p> Set five years after The Last of Us, the game <br>
        focuses on two playable characters in a post-apocalyptic<br>

```

```
United States whose lives intertwine: Ellie, who <br>
sets out for revenge after suffering a tragedy,<br>
and Abby, a soldier who becomes involved in a<br>
conflict between her militia and a religious <br>
cult. <br>
</p>
<p> The game is played from a third-person<br>
perspective and allows the player to fight human<br>
enemies and cannibalistic zombie-like creatures<br>
with firearms, improvised weapons, and stealth.<br>

</p>
</div>

<div class="seller">
  <p style="font-size: 30px ;"><b>Ground-breaking Experience</b></p>
  <p> The complex and emotional story where you a splayer
  experience the escalating moral conflicts created by Ellie's
  relentless pursuit of vengeance. The cycle of violence left in her
  wake will challenge your notions of right versus wrong, good
versus evil,
  and hero versus villain.</p>
  <p>
    This is a tense and desperate action-survival gameplay where a
    new and evolved gameplay systems deliver upon the life-or-death
stakes
    of Ellie's journey through the hostile world. Feel her desperate
struggle
    for survival through improved features such as high-intensity
melee combat,
    fluid movement, and dynamic stealth.</p>
  <p>
    With a beautiful yet dangerous world set out on Ellie's journey,
taking her
    from the peaceful mountains and forests of Jackson to the lush,
overgrown ruins
    of greater Seattle. Encounter new survivor groups, unfamiliar and
treacherous
    environments, and terrifying evolutions of the
infected.</p>
</div>
<br>
<br>
<br>
<br>
<br>
<br>
<br>
```

```

<br>
<br>
<div id="footer">
  <p>
    &copy; All Rights reserved. Designed by Jason van Baalen

  </p>
</div>

<script type="module"
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.esm.js"></script>
<script nomodule
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.js"></script>

</body>
</html>

```

CSS

```

body{
  margin: 0;
  padding: 0;
  width: 100%;
  height: 100%;
  font-size: 10px;
  background-color: #202020;
}

body{
  height: 100vh;
  width: 100%;
  background-image: url(../media/Allie_Playing_guitar.png);
  background-size: cover;
  background-position: center;
  background-repeat: no-repeat;
  transition: 0.2s;

  animation-name: animate;
  animation-direction: alternate-reverse;
  animation-duration: 8s;
  animation-fill-mode: forwards;
  animation-iteration-count: infinite;
  animation-play-state: running;
  animation-timing-function: ease-in-out;
}

```

```
@keyframes animate{
  0%{
    background-image: url(../media/Allie_In_danger.png);
  }
}

.header #ps a{
  position: relative;
  display: block;
  line-height: 125px;
  font-size: 3.5em;
  text-align: center;
  color: rgb(255, 255, 255);
  margin-right: 5px;
}

/* Icon */

#icon ul{
  display: flex;
  width: 350px;
  margin-left: 480px;
  font-size: 15px;
  margin-top: 0vh;
}

#icon ul li{
  position: relative;
  list-style: none;
  width: 60px;
  height: 60px;
  z-index: 5;
}

#icon ul li a {
  position: relative;
  display: flex;
  justify-content: center;
  align-items: center;
  flex-direction: column;
  font-weight: 200;
}

#icon ul li a .icons{
  position: relative;
  display: block;
```

```
    line-height: 75px;
    font-size: 2.5em;
    transition: 0.5s;
    color: rgb(255, 255, 255);
}

#icon ul li:hover a .icons {
    transform: translateY(-8px);
    color: darkolivegreen;
}

#icon ul li a .text{
    position: absolute;
    color: white;
    font-weight: 400;
    font-size: 1.05em;
    letter-spacing: 0.05em;
    transition: 0.5s;
    opacity: 0;
    transform: translateY(20px);
}

#icon ul li:hover a .text{
    opacity: 1;
    transform: translateY(12px);
    color: coral;
}

/* Footer */
#footer{
    overflow: hidden;
    background: #202020;
    padding: 0;
    font-size: 20px;
}

#footer p{
    text-align: center;
    color: rgb(255, 255, 255);
}

/*INFO*/
.summary{
    color: aliceblue;
    margin-left: 800px;
    overflow: hidden;
    font-size: 18px;
    font-weight: 300;
```

```

width: 480px;
margin-top: -1px;
text-shadow: 1px 2px rgb(0, 0, 0);
background-color: #20202009;
}

.seller{
color: aliceblue;
display: block;
margin-left: 50px;
overflow: hidden;
padding: 3em 0em 5em 0em;
font-size: 18px;
font-weight: 400;
width: 500px;
margin-top: -370px;
height: 360px;
padding-top: 0;
text-shadow: 1px 1px rgb(0, 0, 0);
background-color: #20202005;
}

```

AboutPage:

HTML

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="AboutPage.css" type="text/css">
  <link rel="stylesheet" href="AboutPage.js" type="text/javascript">
  <title>AboutPage</title>
</head>
<body>

  <header>
    <div id="header" class="container">
      <div id="logo">
        <h1>Information Page</h1>
      </div>
    </div>
  </header>

```



```

<div id="icon" class="container">
  <ul>
    <li><a href="../Landing/LandingPage.html" >
      <span class="icons"><ion-icon name="logo-playstation"></ion-
icon></span>
      <span class = "text">Landing</span></a></li>
    <li><a href="../Home/HomePage.html" >
      <span class="icons"><ion-icon name="home-outline"></ion-
icon></span>
      <span class = "text">Home</span></a></li>
    <li><a href="../About/AboutPage.html" >
      <span class="icons"><ion-icon name="information-
outline"></ion-icon></span>
      <span class = "text">About</span></a></li>
    <li><a href="../Contact/ContactPage.html" >
      <span class="icons"><ion-icon name="chatbubble-outline"></ion-
icon></span>
      <span class = "text">Contact</span></a></li>
    <li><a href="../Gallary/GallaryPage.html" >
      <span class="icons"><ion-icon name="image-outline"></ion-
icon></span>
      <span class = "text">Gallary</span></a></li>
    <div class="icon"></div>
  </ul>
</div>
<br>

<div class="background">
  <span class="title" style="font-size: 30px ;"><b>Background</b></span>

  <p> The Last of Us Part 2 is first and foremost a tale of revenge.<br>
  Our teenage heroine Ellie's surrogate father Joel is viciously<br>
  murdered and we must avenge him. It's a simple premise on its <br>
  surface. How many stories have we seen where someone's family <br>
  member is murdered and they go off on a quest for vengeance? <br>
  And typically these premises can fall a bit flat emotionally, <br>
  as there isn't enough time to develop the person who gets
murdered,<br>
  so you take the protagonist's word for how indispensable the dead
<br>
  person was. <br>
  </p>
  <p> But with The Last of Us Part 1, we've already spent countless<br>
  hours playing as Joel, fervently undergoing his hardships over
<br>
  the course of the first game -- as well as the opening of this
<br>

```

```
second act. We as players have been waiting eight years to spend  
<br>  
more time with Joel, to hear more of his story and follow his <br>  
character arc -- especially to see how his relationship with <br>  
Ellie has grown. All the pieces are in place to undergo this new  
<br>  
journey with him..<br>  
  
</p>  
</div>
```

```
<div class="gameplay">  
  <span class="title" style="font-size: 30px ;"><b>Enjoyable  
gameplay</b></span>  
  
  <p> The Last of Us: Part 2 relies so heavily on our emotional<br>  
connection to the characters and events in the first game<br>  
that it would lose the bulk of its impact if you hadn't <br>  
gone through its predecessor in full. <br>  
</p>  
  <p> In many ways The Last of Us: Part 2 is among the most brutal, <br>  
nihilistic games ever conceived. It's graphic, violent and angry.  
<br>  
But it also finds grace in each one of its characters, expertly  
<br>  
expressing how complex, nuanced, and capable of good everyone can  
<br>  
be given the right circumstances. By explicitly not giving us what  
<br>  
we'd want from a sequel, The Last of Us: Part 2 makes us wrestle  
<br>  
with the power of stories in the first place, and how easy it is  
<br>  
for them to shape our understanding of who to love, who to hate,  
<br>  
and what's worth killing over. It's a game that expertly  
manipulates <br>  
our emotions to explore our ugliest instincts, only to show that  
we're <br>  
capable of being more than that.<br>  
  
</p>  
</div>
```

```
<div class="gameplay">  
  <span class="title" style="font-size: 30px ;"><b>Features of the  
game</b></span>
```

`<p> The Last Of Us Part 2 will take place 5 years after the events
 of the original The Last Of Us, bringing forth new events and
 characters.`

`TLOU2 will take place in different areas ranging from lush
 forests to derelict urban centers. This will give us more
 information about the game's world, lore, and the characters
 that live in it.
`

`</p>`

`<p> In the The Last Of Us 2, you as a protagonist will be taking
 control of Ellie, albeit more mature and grizzled from surviving`

`
`

`the end of the world events from her last venture.
`

`The intense combat system from the original The Last Of Us have`

`
`

`received a major overhaul in this iteration. From dodges and`

`healing
`

`your wounds, character's action have been tailor made to adjust`

`with
`

`the situation and weapon that Ellie may use.
`

`</p>`

`<p> Along with new actions such as crawling in tight spaces for`

`stealth,
`

`pulling out arrow shrapnel, the 'listening' function makes a`

`return
`

`to this as well. Ellie can listen in on the noises made to spot`

`possible
`

`threats. Along with the classic infected and hostile`

`survivors, Ellie will face
`

`against numerous enemies during her journey. These includes new`

`threats
`

`such as guard dogs that may quickly chase you down. The enemy AI`

`have also
`

`received a major update, and will coordinate with their allies and`

`will
`

`methodically hunt down the intruder..
`

`</p>`

`<p> Along with the classic infected and hostile survivors, Ellie will`

`face
`

`against numerous enemies during her journey. These includes new`

`threats
`

`such as guard dogs that may quickly chase you down. The enemy AI`

`have also
`

`received a major update, and will coordinate with their allies and`

`will
`

`methodically hunt down the intruder.
`

`</p>`

`</div>`

```

    <div class="gameplay">
      <span class="title" style="font-size: 30px ;"><b>Rules of the
Game</b></span>

      <p> In the last of us part 2 there is no rules.The only goal you have
as the playwer<br>
        is to survive the infected and the non-infected and to have fun
while doing it <br>
        </p>

    </div>
    <br>
    <!-- Tree SVG-->
    <svg width="200" height="200" viewBox="-100 -100 200 200">
      <polygon points="0,0 80,120 -80,120" fill="#234236" />
      <polygon points="0,-40 60,60 -60,60" fill="#0C5C4C" />
      <polygon points="0,-80 40,0 -40,0" fill="#38755B" />
      <rect x="-20" y="120" width="40" height="30" fill="brown" />
    </svg>

    <br>
    <div id="footer">
      <p>
        &copy; All Rights reserved. Designed by Jason van Baalen

      </p>
    </div>

    <script type="module"
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.esm.js"></script>
    <script nomodule
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.js"></script>

</body>
</html>

```

CSS

```

body{
  background-image: url(../media/ps-background.jpg);
  background-size: cover;
  height: auto;
  width: auto;
  text-align: center;
  margin: 0;
  padding: 0;
}

```

```
    font-size: 3vh;
    color: #ffffff;
}

/* Icon */

#icon ul{
    display: flex;
    width: 350px;
    margin-left: 480px;
    font-size: 15px;
    margin-top: 5vh;
}

#icon ul{
    display: flex;
    width: 350px;
}

#icon ul li .text{
    color: #ffffff;
}

#icon ul li{
    position: relative;
    list-style: none;
    width: 60px;
    height: 65px;
    z-index: 5;
}

#icon ul li a {
    position: relative;
    display: flex;
    justify-content: center;
    align-items: center;
    flex-direction: column;
    width: 100%;
    text-align: center;
    font-weight: 300;
}

#icon ul li a .icons{
    position: relative;
    display: block;
    line-height: 75px;
    font-size: 2.5em;
```

```

    text-align: center;

    transition: 0.5s;
    color: rgb(255, 255, 255);
}

#icon ul li:hover a .icons {
    transform: translateY(-8px);
}

#icon ul li a .text{
    position: absolute;
    color: var(white);
    font-weight: 400;
    font-size: 1.05em;
    letter-spacing: 0.05em;
    transition: 0.5s;
    opacity: 0;
    transform: translateY(20px);
}

#icon ul li:hover a .text{
    opacity: 1;
    transform: translateY(12px);
}

p{
    display: block;
    box-sizing: border-box;
    text-shadow: 0.5vh 0.5vh black;
}

```

JavaScript

```

//Create particle array

function init(){

    particlesArray = [];
    let numberOfParticles = (canvas.height * canvas.width) / 8000;
    for(let i = 0; i < numberOfParticles * 3; i++){
        let size = (Math.random() * 3) + 1;
        let x = (Math.random() * ((innerWidth - size * 2) - (size * 2)) + size
* 2);

```



```

        let y = (Math.random() * ((innerHeight - size * 2) - (size * 2)) +
size * 2);
        let directionX = (Math.random() * 5) - 2.5;
        let directionY = (Math.random() * 5) - 2.5;

        particlesArray.push(new Particle(x, y, directionX, directionY, size,
color));
    }
}

//Check if particle are clise enough to draw between them
function connect(){
    let opacityValue = 1;
    for (let a = 0; a < particlesArray.length;a++){
        for(let b = a; a < particlesArray.length;b++){
            let distance =
                ((particlesArray[a].x - particlesArray[b].x) *
(particlesArray[a].x - particlesArray[b].x))
                + (particlesArray[a].y - particlesArray[b].y)
                + (particlesArray[a].y - particlesArray[b].y);

        }
    }
}

```

ContactPage:

HTML

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <script src="https://kit.fontawesome.com/bc86246aba.js"
crossorigin="anonymous"></script>
    <link rel="stylesheet" href="ContactPage.css" type="text/css">
    <title>ContactPage</title>
</head>
<body>

    <header>

```

```

        <span class="icons"><ion-icon name="chatbubble-outline"></ion-
icon></span>
    </header>

    <div id="icon" class="container">
        <ul>
            <li><a href="../Landing/LandingPage.html" >
                <span class="icons"><ion-icon name="logo-playstation"></ion-
icon></span>
                <span class = "text">Landing</span></a></li>
            <li><a href="../Home/HomePage.html" >
                <span class="icons"><ion-icon name="home-outline"></ion-
icon></span>
                <span class = "text">Home</span></a></li>
            <li><a href="../About/AboutPage.html" >
                <span class="icons"><ion-icon name="information-
outline"></ion-icon></span>
                <span class = "text">About</span></a></li>
            <li><a href="../Contact/ContactPage.html" >
                <span class="icons"><ion-icon name="chatbubble-outline"></ion-
icon></span>
                <span class = "text">Contact</span></a></li>
            <li><a href="../Gallary/GallaryPage.html" >
                <span class="icons"><ion-icon name="image-outline"></ion-
icon></span>
                <span class = "text">Gallary</span></a></li>
            <div class="icon"></div>
        </ul>
    </div>
    <br>
    <div class="container" onsubmit="sendEmail(); reset(); return false;">
        <form>
            <input type="text" id="name" placeholder="Name" required>
            <input type="Surname" id="email" placeholder="Surname" required>
            <input type="Email" id="phone" placeholder=" Email" required>
            <textarea id="Question" id="4" placeholder="Question?"></textarea>
            <button type="submit">Send</button>
        </form>
    </div>

    <br>
    <br>
    <br>
    <br>
    <br>

    <table class="table">
        <thead>

```

```

<tr>
  <th>
    <input type="text" class="search-input" placeholder="GameName">
  </th>
  <th>
    <input type="text" class="search-input" placeholder="GameType">
  </th>
  <th>
    <input type="text" class="search-input" placeholder="Rating">
  </th>
</tr>
</thead>
<tbody>

  <tr>
    <td>Halo: Combat Evolved</td>
    <td>First-person shooter game </td>
    <td>1</td>

  </tr>
  <tr>

    <tr>
      <td>Grand Theft Auto 5</td>
      <td> Action-adventure game</td>
      <td>2</td>

    </tr>
    <tr>

      <tr>
        <td>The Elder Scrolls V Skyrim</td>
        <td>Action role-playing video game</td>
        <td>3</td>

      </tr>
      <tr>

        <tr>
          <td>Metal Gear Solid</td>
          <td>Techno-thriller stealth games</td>
          <td>4</td>

        </tr>
        <tr>

          <tr>
            <td>Life is Strange</td>

```

		<td>Graphic adventure</td>	
		<td>5</td>	
		</tr>	
		<tr>	
		<tr>	
		<td>Fortnite</td>	
		<td>Battle royale game</td>	
		<td>6</td>	
		</tr>	
		<tr>	
		<tr>	
		<td>The Legend of Zelda: Breath of the	
Wild</td>		<td>Open world action-adventure game.</td>	
		<td>7</td>	
		</tr>	
		<tr>	
		<tr>	
		<td>Resident Evil 4</td>	
		<td>Survival horror third-person	
shooter game </td>		<td>8</td>	
		</tr>	
		<tr>	
		<tr>	
		<td>The Last of Us </td>	
		<td>Action-adventure game</td>	
		<td>9</td>	
		</tr>	
		<tr>	
		<tr>	
		<td>Bloodborne</td>	
		<td>Action role-playing	
game</td>		<td>10</td>	
		</tr>	
		<tr>	

```

</tbody>
</table>
  <br>

<div class="info">
  <h3><span class="auto-type"></span></h3>

</div>

<script src="https://cdn.jsdelivr.net/npm/typed.js@2.0.12"></script>

<script>
  var typed = new Typed(".auto-type", {
    strings: ["BT games, games for you"],
    typeSpeed : 80,
    backSpeed : 80,
    loop : true
  })
</script>
<script src="https://smtpjs.com/v3/smtp.js"></script>

</section>
<script src="ContactPage.js"></script>

<br>
<div class="map">
  <iframe
src="https://www.google.com/maps/embed?pb=!1m18!1m12!1m3!1d229134.5910045191!2d28.109624836588893!3d-26.189260964148882!2m3!1f0!2f0!3f0!3m2!1i1024!2i768!4f13.1!3m3!1m2!1s0x1e9516ed70fc54c9%3A0x9819981c1409d1c4!2sBT%20Games%20East%20Point%20Mall!5e0!3m2!1sen!2sza!4v1662968708262!5m2!1sen!2sza"
width="600" height="450" style="border:0;" allowfullscreen=""
loading="lazy" referrerpolicy="no-referrer-when-downgrade"></iframe>

  </div>

<script src="map.js"></script>

<br>
<div id="footer">
  <p>
    &copy; All Rights reserved. Designed by Jason van Baalen
  </p>

```

```

        </p>
    </div>

    <script type="module"
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.esm.js"></script>
    <script nomodule
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.js"></script>

</body>
</html>

```

CSS

```

body{
    background-image: url(../media/Contact.jpg);
    background-repeat: no-repeat;
    background-size: cover;
    width: auto;
    height: auto;
    margin: 0;
    padding: 0;
    color: aliceblue;
    margin-top: 5vh;
}

```

```

header .icons{
    position: relative;
    display: flex;
    justify-content: center;
    align-items: center;
    flex-direction: column;
    line-height: 75px;
    font-size: 2.5em;
    color: rgb(255, 255, 255);
    right: 0.1em;
    margin: 0;
    padding: 0;
}

```

```

/* Icon */

```

```

#icon ul{
    display: flex;

```



```
width: 350px;
margin-left: 480px;
font-size: 15px;
margin-top: 5vh;
}

#icon ul li{
  position: relative;
  list-style: none;
  width: 60px;
  height: 60px;
  z-index: 5;
}

#icon ul li a {
  position: relative;
  display: flex;
  justify-content: center;
  align-items: center;
  flex-direction: column;
  font-weight: 200;
}

#icon ul li a .icons{
  position: relative;
  display: block;
  line-height: 75px;
  font-size: 2.5em;
  transition: 0.5s;
  color: rgb(255, 255, 255);
}

#icon ul li: hover a .icons {
  transform: translateY(-8px);
  color: rgb(255, 255, 255);
}

#icon ul li a .text{
  position: absolute;
  color: white;
  font-weight: 400;
  font-size: 1.05em;
  letter-spacing: 0.05em;
  transition: 0.5s;
  opacity: 0;
  transform: translateY(20px);
}
```

```
#icon ul li:hover a .text{
  opacity: 1;
  transform: translateY(12px);
  color: rgb(255, 255, 255);
}

/* Footer */
#footer{
  overflow: hidden;
  background: #202020;
  padding: 0;
  font-size: 20px;
}
#footer p{
  text-align: center;
  color: rgb(255, 255, 255);
}

form{
  background:#ffffff00;
  display: flex;
  flex-direction: column;
  padding: 3vw 4vw;
  width: 100%;
  max-width: 600px;
  border-radius: 10px;
  margin-left: auto;
  margin-right: auto;
}

form input, form textarea{
  border:0;
  margin: 5px 0;
  padding: 10px;
  outline: none;
  background: #ffffff;
  font-size: 16px;
  text-align: center;
  border-radius: 5em;
}

form button{
```

```

padding: 10px;
background: #fa0015;
color: #ffffff;
font-size: 18px;
border: 0;
outline: none;
cursor: pointer;
width: 150px;
margin: 5vh auto;
margin-bottom: -8vh;
border-radius: 1em;
}

.info{
width: 100%;
height: 100%;
color: #ffffff;
text-align: center;
text-shadow: 1vh 1vh #202020;
}

.info h3{
font-size: 60px;
font-weight: 500;
}

.map{
width: 100%;
height: 100%;
text-align: center;
}

/*review*/
.table {
font-family: "Fira Sans", sans-serif;
border-collapse: collapse;
margin-left: auto;
margin-right: auto;
border: 1vh solid #00000069;
background-color: #ffffff1e;
}

.table th {
text-align: center;

```

```

border-top: 2vh solid #00000069;
border-bottom: 1vh solid #00000069;
}

.table td,
.search-input {
  font-size: 1em;
  padding: 0.6em 1em;
  text-align: center;
}

.search-input {
  border: none;
  outline: none;
  font-family: "Fira Sans", sans-serif;
  text-align: center;
}

```

JavaScript

```

// Get the registration form element from the DOM
const form = document.getElementById("registration-form");
const submitButton = form.querySelector("button") ;

// Get the question input elements from DOM by its ID
const questionInput = document.getElementById("question");
const confirmquestionInput = document.getElementById("question here");

const checkquestions = function(){
  // Compare question input
  const questionsmatch = questionInput.value===confirmquestionInput;

  // If questions do not match then display an error
  //If question match then clear error message
  if(questionsmatch){
    confirmquestionInput.setCustomValidity("");
  }else{
    confirmquestionInput.setCustomValidity("Your question does not match");
  }
};

const addquestionInputEventListener = function(){
  // Listen for input Events on question inputs
  questionInput.addEventListener("input", checkquestions, false);
  confirmquestionInput.addEventListener("input", checkquestions, false);
};

```

```

// Form submission
const fromSubmissionAttempted = function(){
  form.classList.add("submission-attempted");
};

const addSubmitClickListener = function(){
  submitButton.addEventListener("click", fromSubmissionAttempted, false);
};

addQuestionInputEventListener();
addSubmitClickListener();

/*review*/
document.addEventListener("DOMContentLoaded", () => {
  document.querySelectorAll(".search-input").forEach((inputField) => {
    const tableRows = inputField
      .closest("table")
      .querySelectorAll("tbody > tr");
    const headerCell = inputField.closest("th");
    const otherHeaderCells = headerCell.closest("tr").children;
    const columnIndex = Array.from(otherHeaderCells).indexOf(headerCell);
    const searchableCells = Array.from(tableRows).map(
      (row) => row.querySelectorAll("td")[columnIndex]
    );

    inputField.addEventListener("input", () => {
      const searchQuery = inputField.value.toLowerCase();

      for (const tableCell of searchableCells) {
        const row = tableCell.closest("tr");
        const value = tableCell.textContent.toLowerCase().replace(",", "");

        row.style.visibility = null;

        if (value.search(searchQuery) === -1) {
          row.style.visibility = "collapse";
        }
      }
    });
  });
});

```

Gallary:

HTML

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="GallaryPage.css">
  <title>Gallary</title>
</head>
<body>

  <script type="module"
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.esm.js"></script>
  <script nomodule
src="https://unpkg.com/ionicons@5.5.2/dist/ionicons/ionicons.js"></script>

  <div class="container">
    <div id="icon">
      <ul>
        <li><a href="../Landing/LandingPage.html" >
          <span class="icons"><ion-icon name="logo-playstation"></ion-
icon></span>
          <span class = "text">Landing</span></a></li>
        <li><a href="../Home/HomePage.html" >
          <span class="icons"><ion-icon name="home-outline"></ion-
icon></span>
          <span class = "text">Home</span></a></li>
        <li><a href="../About/AboutPage.html" >
          <span class="icons"><ion-icon name="information-
outline"></ion-icon></span>
          <span class = "text">About</span></a></li>
        <li><a href="../Contact/ContactPage.html" >
          <span class="icons"><ion-icon name="chatbubble-outline"></ion-
icon></span>
          <span class = "text">Contact</span></a></li>
        <li><a href="../Gallary/GallaryPage.html" >
          <span class="icons"><ion-icon name="image-outline"></ion-
icon></span>
          <span class = "text">Gallary</span></a></li>
        <div class="icon"></div>
      </ul>
    </div>
  </div>
  <div class="container">
    <div class="slider">

      <span style="--i:1;"></span>

```

```

        <span style="--i:2;"><video src="../media/vid.mp4" muted autoplay
loopalt=""></span>
        <span style="--i:3;"></span>
        <span style="--i:4;"></span>
        <span style="--i:5;"></span>
        <span style="--i:6;"><video src="../media/video.mp4" muted autoplay
loop></video></span>
        <span style="--i:7;"></span>
        <span style="--i:8;"></span>

    </div>
</div>

</body>
</html>

```

CSS

```

*{
    margin: 0;
    padding: 0;
    box-sizing: border-box;
}

body{
    background: url(../media/remote.jpg);
    background-size: cover;
    background-position: center;
    background-repeat: no-repeat;
    height: 100vh;
    display: flex;
    align-items: center;
    justify-content: center;
    /*Stops you from scrolling down*/
    overflow: auto
    /*overflow:hidden;*/
}

.slider{
    position: relative;
    width: 18vh;
    height: 0vh;
    transform-style: preserve-3d;
    animation: rotate 50s linear infinite;
    right: 38vh;
}

```

```

}

@keyframes rotate{
  0%{
    transform: perspective(1000px) rotateY(0deg);
  }

  100%{
    transform: perspective(1000px) rotateY(360deg);
  }
}

.slider span{
  position: absolute;
  top: 0;
  left: 0;
  width: 20vh;
  height: 20vh;
  transform-origin: center;
  transform-style: preserve-3d;
  transform: rotateY(calc(var(--i)*45deg)) translateZ(60vh);
}

.slider span img, video{
  position: relative;
  top: 0;
  left: 0;
  width: 25vh;
  height: 20vh;
  border-radius: 1.5vh;
  object-fit: cover;
  transition: 1.5s;
}

.slider span:hover img{
  transform: translateY(-5vh) scale(1.2);
}

.slider span:hover video{
  transform: translateY(-5vh) scale(1.2);
}

.slider span img, video{
  -webkit-box-reflect: below 1px linear-gradient(to bottom, rgba(0,0,0,0.0),
  rgba(0,0,0,0.4));;
}

```



```
}

/* Icon */

#icon ul{
    display: flex;
    width: 350px;
    font-size: 15px;
    margin-bottom: 30em;
    margin-left: 26vh;
}

#icon ul li{
    position: relative;
    list-style: none;
    width: 60px;
    height: 60px;
    z-index: 5;
}

#icon ul li a {
    position: relative;
    display: flex;
    justify-content: center;
    align-items: center;
    flex-direction: column;
    font-weight: 200;
}

#icon ul li a .icons{
    position: relative;
    display: block;
    line-height: 50px;
    font-size: 2.5em;
    transition: 0.5s;
    color: rgb(255, 255, 255);
}

#icon ul li:hover a .icons {
    transform: translateY(-8px);
    color: rgb(129, 230, 255);
}
```

```
#icon ul li a .text{
  position:absolute;
  color:white;
  font-weight: 400;
  font-size: 1.05em;
  letter-spacing: 0.05em;
  transition: 0.5s;
  opacity: 0;
  transform: translateY(20px);
}

#icon ul li:hover a .text{
  opacity: 1;
  transform: translateY(12px);
  color: rgb(129, 230, 255);
}
```

Completed Declaration of Authenticity

I _____ Jason van Baalen _____ _ hereby
(FULL NAME)

declare that the contents of this assignment is entirely my own work except for the following documents: (List the documents and page numbers of work in this portfolio that were generated in a group)

Signature: J.v.B. Date: 18/09/22

