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

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# Bibliography

*Gaming Website*

## Screenshots:

## *Graphical user interface Description automatically generated*

Text

Description automatically generated

Text

Description automatically generated

Graphical user interface, website

Description automatically generated

**A picture containing graphical user interface

Description automatically generated**

## 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>

                <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>

                <img src="../media/Behind-scene.jpg" alt="image1" width="282" height="150">

                <p>The Last of Us 2 Motion Capture Behind the Scenes and the Making Of Process.

                     Includes interviews with Neil Drukmann 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>

                <img src="../media/trailer.jpg" alt="image2" width="282" height="150">

                <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<br>

            of the original The Last Of Us, bringing forth new events and <br>

            characters.

            TLOU2 will take place in different areas ranging from lush <br>

            forests to derelict urban centers. This will give us more <br>

            information about the game's world, lore, and the characters <br>

            that live in it. <br>

        </p>

        <p> In the The Last Of Us 2, you as a protagonist will be taking <br>

            control of Ellie, albeit more mature and grizzled from surviving <br>

            the end of the world events from her last venture. <br>

            The intense combat system from the original The Last Of Us have <br>

            received a major overhaul in this iteration. From dodges and healing <br>

            your wounds, character's action have been tailor made to adjust with <br>

            the situation and weapon that Ellie may use. <br>

        </p>

        <p> Along with new actions such as crawling in tight spaces for stealth, <br>

            pulling out arrow shrapnel, the 'listening' function makes a return <br>

            to this as well. Ellie can listen in on the noises made to spot possible<br>

            threats. Along with the classic infected and hostile survivors,Ellie will face <br>

            against numerous enemies during her journey. These includes new threats <br>

            such as guard dogs that may quickly chase you down. The enemy AI have also <br>

            received a major update, and will coordinate with their allies and will <br>

            methodically hunt down the intruder.. <br>

        </p>

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

            against numerous enemies during her journey. These includes new threats <br>

            such as guard dogs that may quickly chase you down. The enemy AI have also <br>

            received a major update, and will coordinate with their allies and will <br>

            methodically hunt down the intruder. <br>

        </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>

    </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 elementsfrom 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* addquestionInputEventListner = *function*(){

    // Listen for input Events on question inputs

    questionInput.addEventListener("input", checkquestions, false);

    confirmquestionInput.addEventListener("input", checkquestions, false);

};

// Form submission

*const* fromSubmissionAttemped = *function*(){

    form.classList.add("submission-attempted");

};

*const* addSubmitClickEventListner = *function*(){

    submitButton.addEventListener("click", fromSubmissionAttemped, false);

};

addquestionInputEventListner();

addSubmitClickEventListner();

/\*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;"><img src="../media/gallary1.jpg" alt=""></span>

        <span style="--i:2;"><video src="../media/vid.mp4" muted autoplay loopalt=""></span>

        <span style="--i:3;"><img src="../media/gallary3.jpg"></span>

        <span style="--i:4;"><img src="../media/gallary4.png" alt=""></span>

        <span style="--i:5;"><img src="../media/gallary5.jpg" alt=""></span>

        <span style="--i:6;"><video src="../media/video.mp4" muted autoplay loop></video></span>

        <span style="--i:7;"><img src="../media/gallary6.png" alt=""></span>

        <span style="--i:8;"><img src="../media/gallary7.jpg" alt=""></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