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Technical Documentation Page – Code Camp

HTML:

<html>

<head>

<script src="https://cdn.freecodecamp.org/testable-projects-fcc/v1/bundle.js"></script>

<title>Nintendo Character Code</title>

</head>

<body>

<nav id="navbar">

<header>Nintendo Character Code</header>

<ul>

<li><a class="nav-link" href="#Introduction">Introduction</a></li>

<li><a class="nav-link" href="#Super\_Mario">Super Mario</a></li>

<li><a class="nav-link" href="#Legend\_of\_Zelda">Legend of Zelda</a></li>

<li><a class="nav-link" href="#Metroid">Metroid</a></li>

<li><a class="nav-link" href="#Star\_Fox">Star Fox</a></li>

<li><a class="nav-link" href="#Kirby">Kirby</a></li>

<li><a class="nav-link" href="#Super\_Smash\_Bros">Super Smash Bros</a></li>

</ul>

</nav>

<main id="main-doc">

<section class="main-section" id="Introduction">

<header>Introduction</header>

<article>

<p>Nintendo Characters are some of the most beloved in the video game universe. Mario, Zelda, Kirby, Smash Bros, it's hard to find a fan of video games who doesn't like at least one Nintendo franchise.

<ul>

<li>This is a Technical Documentaiton page for Nintendo franchises. It goes over various actions characters perform in their games and some basic information about them.</li>

<li>The code segments provided are not actual code! It's simply a fun take on what Mario jumping would be in an oversimplified method.</li>

</ul>

</article>

</section>

<section class="main-section" id="Super\_Mario">

<header>Super Mario</header>

<article>

<p>Everyone's favorite plumber who's thwarted Bowser's plans over and over again. Mario games are usually pretty simple to pick up and play, using only a few main mechanics like running and jumping. However, They offer a lot of depth for knowledgable players who want to explore varoius ways Mario is capable of moving.</p>

<p>There's one thing that people think of when they think of Mario:</p>

<code>Jump()</code>

</article>

</section>

<section class="main-section" id="Legend\_of\_Zelda">

<header>Legend of Zelda</header>

<article>

<p>In Zelda games, you don't follow the titular character, Princess Zelda. Instead you play as Link, a young man possessing great courage on a journey to rescue Zelda and save hyrule.</p>

<code>Swing()

Shoot()

Explore()</code>

<p>Link does a bit of everything: he swings his sword, shoots arrows from his bow, and explores vast lands and dangerous dungeons.</p>

<p>However, his greatest skill is the courage he has to face any situation.</p>

</article>

</section>

<section class="main-section" id="Metroid">

<header>Metroid</header>

<article>

<p>Metroid games follow Samus Aran, a bounty hunter who explores space facing one challenge after another.</p>

<p>Samus Aran has similar actions to Link in that she explores and shoots at enemies. Her most unique action is how she upgrades her power suit as you progress through her games.</p>

<code>void SuitPowerUp(string item)

{

if(CheckItem(item)) { UpgradeSuit(item); }

}</code>

<ul>

<li>SuitPowerUp is a void function which takes a string value 'item' to check if the parameter is a real upgrade for Samus's suit.

<li>CheckItem is a boolean method that takes item string value from before to satisfy it's logic.</li>

<li>If it's true, then it is a real power-up. It then gives the method UpgradeSuit the item string value to be added to Samus's arsenal.</li>

</ul>

<p>With each new power-up, Samus can face danger stronger than before!</p>

</article>

</section>

<section class="main-section" id="Star\_Fox">

<header>Star Fox</header>

<article>

<p>Star Fox titles follow Fox McCloud and his small team of close-knit pilots: Peppy, Slippy, and Falco. They assist the Planet Corneria by taking the Great Fox to stop the evil forces of Andross.</p>

<p>They share the shoot action with the Zelda and Metroid series, but their main action has to be:</p>

<code>Pilot()</code>

<p>Piloting can be further broken down into three sub-methods:</p>

<code>PilotArwing()

PilotLandMaster()

PilotBlueMarine()</code>

<p>The default for the 'Pilot()' method is to take their primary vehicle, the Arwing. This is used for the vast majority of their mission and never fails to do the job.

</article>

</section>

<section class="main-section" id="Kirby">

<header>Kirby</header>

<article>

<p>Kirby is a star warrior from space who lands on Dreamland and goes on many adventures... most of which involve eating food by the end.</p>

<code>Eat()</code>

<p>Eating is the thing that Kirby does best! If you enjoy eating yourself, check out any of his pleasant adventures!

</article>

</section>

<section class="main-section" id="Super\_Smash\_Bros">

<header>Super Smash Bros</header>

<article>

<p>This is the ultimate cross over between Nintendo IP's! Super Smash Brothers! All of your favorite characters are here and ready to battle on a new, but familiar, stage. Check Super Smash Bros. out for yourself. It's best to see this game for yourself rather than hear about it.</p>

<p>There are too many actions to count in this title! But there's one thing that all fighters here do...</p>

<code>SMASH()</code>

</article>

</section>

</main>

</body>

</html>

CSS:

html {

font-family: Helvetica, sans-serif;

color: gray;

background-color: white;

line-height: 1.5;

}

#navbar {

position: fixed;

height: 100%;

min-width: 295px;

width: 300px;

top: 0;

left: 0;

border-right: 4px solid;

border-color: gray;

}

header {

text-align: center;

color: black;

margin-top: 10px;

font-size: 1.5em;

}

#main-doc header {

text-align: left;

}

#navbar ul {

overflow-y: auto;

overflow-x: hidden;

}

#navbar li {

list-style: none;

position: relative;

width: 120%;

margin: 0px;

padding-top: 10px;

margin-left: -40px;

border-top: 2px solid;

border-color: gray;

}

#navbar a {

display: block;

cursor: pointer;

text-decoration: none;

color: gray;

padding: 0px 0px 10px 20px;

}

#main-doc {

position: absolute;

margin-left: 310px;

padding: 20px;

}

article {

margin: 10px;

}

code {

display: block;

white-space: pre;

background-color: #F7F7F7;

padding: 10px;

margin: 10px;

}

@media only screen and (max-width: 815px) {

/\* For Phones \*/

#navbar {

position: absolute;

width: 100%;

min-height: 235px;

height: 240px;

margin: 0px;

border: none;

border-bottom: 2px solid;

border-color: black;

z-index: 1;

}

#navbar ul {

height: 176px;

border-color: gray;

}

#main-doc {

position: relative;

margin-left: 0px;

margin-top: 240px;

}

}