

What kind of website and why?:

This website is a wiki-like list of Pre-Hardmode Terraria bosses.

I had recently been playing Terraria, so it was on my mind. I couldn't think of anything better to do, so this is what I settled on.

Description of the 5 pages:

The index page will provide a summary of the game Terraria, as well as give a few details that are needed to understand the criteria for this list and the nature of a few of the bosses. A list of 8 bosses is provided at the bottom of the page, though only 4 of their names are links to other pages. I didn't want to make more than 5 pages, but I also didn't want to pretend like the other 4 bosses that meet the criteria for the list don't exist. So, the remaining 4 are mentioned, but they don't get their own pages.

Each of the other 4 pages provides a detailed description of the selected boss, as well as pictures of it and of associated items or entities.

HTML elements used:

`<header>` `<nav>` and `<section>` were used to clearly separate distinct portions of the page.

`` was used to mark a few words for special styling without messing up anything else in the process.

`<div>` was used primarily in the galleries as a sort of mini-sections for each image and its description.

`` was used for sections of the main page, which have a clear order.

`` was used for the list of bosses, which do not have a clear order. Many of these bosses are interchangeable with at least one other boss in the order that the player is intended to fight them, so an ordered list would NOT have been appropriate.

`<table>` was used for listing off the bosses' stats.

`<a>` were used both to navigate to different sections of the main page, as well as navigate to any of the 4 other pages. The other 4 pages do not get a navigation menu of their own.

`<button>` was used to create interactive images.

<h1> was used for page titles.

<h2> was used for section titles.

<p> was used for most text.

<h6> was used a single time for a small bit of unimportant text

Other elements used are self explanatory, such as
 moving the text to the next line or displaying images.

CSS styles used:

I find that a light gray background is easier on the eyes than the default bright white. So, I swapped the background to light gray.

Certain text was given thematically appropriate colors.

Hyperlinks will turn red when the cursor hovers over them.

<h1> and <h2> elements share a font family. <p>, , and <a> share a second font family.

The interactive images described in the Javascript section will appear in the center of the page rather than the left side.

Borders were put between certain sections to give clarity as to where one ends and the other begins. This is most evident in the tables, but they are also used in the galleries to separate images and make it clear which description applies to which image.

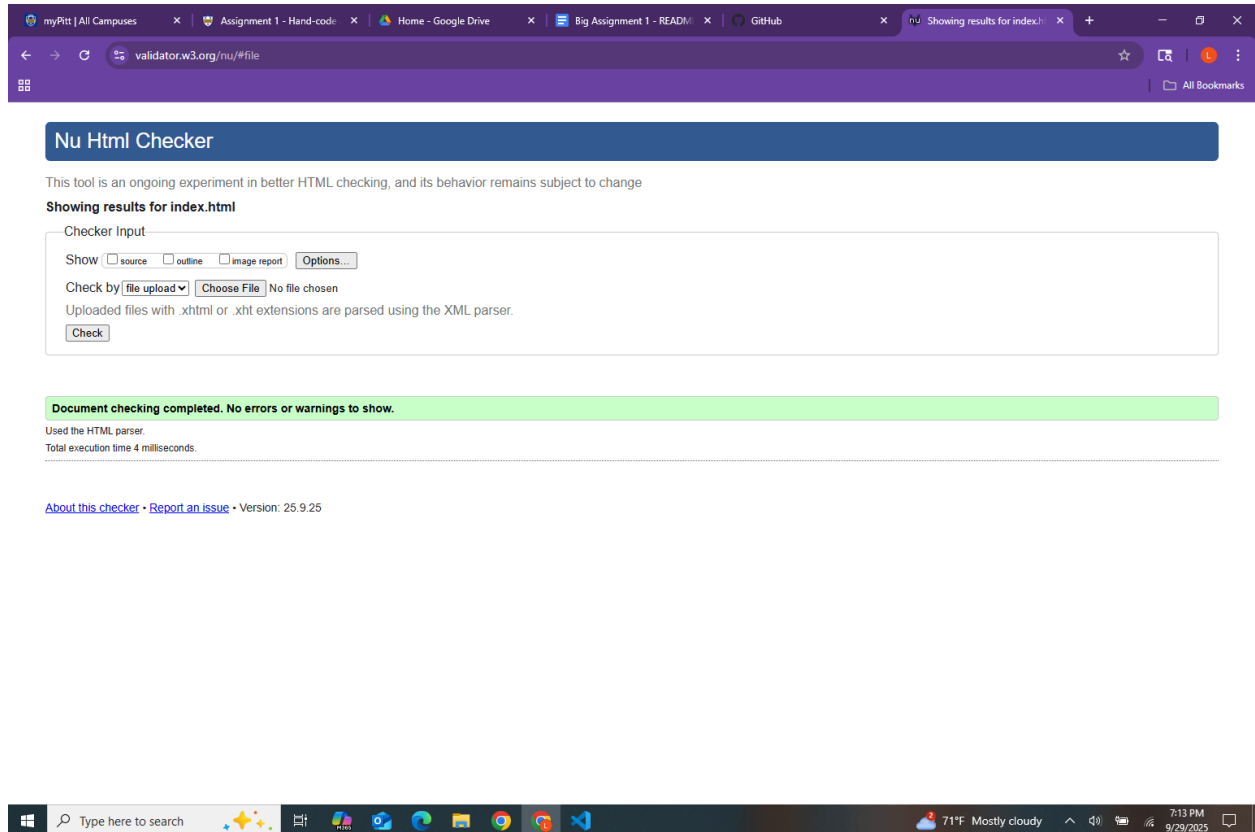
Javascript:

The Javascript's effects can be found in the 'Eye of Cthulhu' and 'Brain of Cthulhu' pages. There, I made interactive images.

Clicking on the image will trigger 1 script to turn the picture into phase 2. Clicking again will trigger a second script to swap the image back to phase 1. This can be done a limitless number of times. A distinct sound is played when the swap happens, this is the sound that many bosses make in-game when they initially spawn.

Validation:

I used the validation link that you provided on all of my html pages and my css page. Here's screenshots of the validation for the main page and then the css page. I also checked the other pages, I just didn't screenshot the validation for those.



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Assignment 1 - Hand-code


Home - Google Drive

Big Assignment 1 - READM

GitHub

W3C CSS Validator results


jigsaw.w3.org/css-validator/validator

The W3C CSS Validation Service

W3C CSS Validator results for stylesheet.css (CSS level 3 + SVG)


Jump to: Validated CSS

W3C CSS Validator results for stylesheet.css (CSS level 3 + SVG)


Congratulations! No Error Found.

This document validates as [CSS level 3 + SVG](#) !

To show your readers that you've taken the care to create an interoperable Web page, you may display this icon on any page that validates. Here is the XHTML you could use to add this icon to your Web page:




```
<p>  
<a href="https://jigsaw.w3.org/css-validator/check/referer">  
  
</a>  
</p>
```



```
<p>  
<a href="https://jigsaw.w3.org/css-validator/check/referer">  
  
</a>  
</p>
```

(close the img tag with > instead of /> if using HTML <= 4.01)



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Earnings upcoming

7:18 PM
9/29/2025