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<!DOCTYPE html>
<head>
    <!-- Add the required font from google fonts -->
    <link rel="preconnect" href="https://fonts.googleapis.com">
    <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>
    <link href="https://fonts.googleapis.com/css2?family=Press+Start+2P&</pre>
display=swap" rel="stylesheet">
    <stvle>
      Create the desired style for the elements on the page
/*
                                                                */
        font-family: 'Press Start 2P', cursive;
    }
    body {
        margin-left: 5%;
        margin-right: 5%;
        background-color: rgba(25, 25, 25, 1.0);
    }
    h1 {
        color: rgba(255, 255, 255, 1.0);
        text-align: center;
        font-size: 16px:
        background-color: rgba(25, 25, 25, 1.0);
    }
    button {
        border: 4px lightpink inset;
        color: white;
        padding: 12px 15px;
        margin: 6px 6px;
        text-align: center;
        display: inline-block;
        font-size: 16px;
        cursor: pointer;
        background-color: rgba(25, 25, 25, 1.0);
        border-radius: 5px;
    }
    button:hover {
        background-color: rgba(55, 55, 55, 1.0);
    }
    </style>
</head>
<!-- Title of the Game -->
<h1 style="font-size: 36px; line-height: 2;" background-color: rgba(25, 25, 25,
1.0);>Pokemon Javascript</h1>
<!-- Div that lets me position the elements how I want on the screen -->
<div style="display: inline-block; position: relative;">
    <div id="overlappingDiv" style="background-color: black; position: absolute;</pre>
top: 0; bottom: 0; left: 0; right: 0; opacity: 0; pointer-events: none; z-index:
10;"></div>
    <!-- Canvas that I will be drawing to through the JS Scripts -->
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<canvas></canvas>
    <div id = "userInterface" style = 'display: none;'>
        <!-- ENEMY HEATH BAR-->
        <div style="background-color: rgba(25, 25, 25, 1.0);</pre>
        width: 250px;
        border: 4px lightpink inset;
        border-radius: 5px;
        position: absolute;
        top: 50px;
        left: 50px;">
            <h1>Mogus</h1>
            <div style="position: relative;">
                 <div style="background-color: white; height: 10px"></div>
                 <div id="enemyHealthBar" style="background-color: green; height:</pre>
10px; position: absolute; top:0; left:0; width:100%; right:0; "></div>
            </div>
        </div>
        <!-- PLAYER HEALTH BAR-->
        <div style="background-color: rgba(25, 25, 25, 1.0);</pre>
    width: 250px;
    border: 4px lightpink inset;
    border-radius: 5px;
    position: absolute;
    bottom: 170px;
    right: 50px;">
            <h1>Snake</h1>
            <div style="position: relative;">
                 <div style="background-color: white; height: 10px"></div>
                 <div id="playerHealthBar" style="background-color: green; height:</pre>
10px; position: absolute; top:0; left:0; width: 100%; right:0; "></div>
            </div>
        </div>
        <!-- Dialog Box for battle-->
        <div style="background-color: rgba(25, 25, 25, 1.0);</pre>
height: 160px;
position: absolute;
bottom:0;
left: 0:
right: 0;
border-top: 4px lightpink inset;
display: flex;
<sup>11</sup>>
            <div id='dialogBox' style="position: absolute;</pre>
color: white;
top: 0;
right: 0;
bottom: 0:
left: 0:
cursor: pointer;
background-color: rgba(25, 25, 25, 1.0);
padding: 12px;
display: none;
">test</div>
<!-- Buttons for player's monster's attacks -->
            <div style="width: 66.66%;</pre>
display: grid;
```

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grid-template-columns: repeat(2, 1fr);">
                <button id='attack'>Tackle</putton>
                <button id='attack'>PoisonSpit
                <button id='attack'>Leer</putton>
            </div>
            <div style="display: flex;</pre>
align-items: center;
justify-content: center;
width: 33.33%;
border-left: 4px lightpink inset;
                <h1 id="attackType" style="margin: 0;
background-color: rgba(25, 25, 25, 1.0);
">Attack Type</h1>
            </div>
        </div>
    </div>
</div>
<!-- Button that links to my github -->
<button onclick="window.open('https://github.com/aInsan/pokemon-js','_blank')";</pre>
style="width:304px; height: 66px;">
    Github
</button>
<script src="https://cdnjs.cloudflare.com/ajax/libs/gsap/3.11.4/gsap.min.js"</pre>
integrity="sha512-
f8mwTB+Bs8a5c46DEm7HQLcJuHMBaH/UFlcqyetMqqkvTcYq4q5VXsYR71b3qC82lZytjNYvBj2pf0VekA9
/FQ==" crossorigin="anonymous" referrerpolicy="no-referrer"></script>
<script src="data/collisions.js"></script>
<script src="data/encounters.js"></script>
<script src="data/attacks.js"></script>
<script src="classes.js"></script>
<script src="index.js"></script>
<script src="battleLogic.js"></script>
<title>JS-mon</title>
```