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This documentation describes the "Ghostrunner - Cyberpunk Action" fan community website, built using HTML, CSS, and JavaScript.

Website Structure

The website is a single-page application designed to showcase information about the game "Ghostrunner". It utilizes a combination of semantic HTML5 elements for structure, external and inline CSS for styling, and external and inline JavaScript for interactivity.

HTML (ghostrunner.html)

The ghostrunner.html file serves as the main structure of the webpage.

- **Header (<div class="header-container">):** Contains the main title of the game, which includes an image (9.png).
- **Main Content (<div class="container main-content">):**
 - **Hero Section (<section class="hero-section">):** Features a large key art image (3.jpg) and a "Watch Trailer" button linked to a video (v1.mp4).
 - **Screenshot Grid (<section class="screenshot-grid">):** Displays multiple screenshots of the game in a responsive grid layout. Images include 1.jpg, 3.jpg, 4.jpg, 5.jpg, 13.png, 14.png, 17.png, 18.png, and 19.png.
 - **Game Description (<section class="game-description">):** Provides detailed information about the game's gameplay mechanics, story, lore, and technical aspects. It includes a "Read More" button to toggle the visibility of the full description. An additional image (0.png) is also present here.
 - **Game Features (<section class="game-features">):** Highlights key game features and lists the minimum and recommended system requirements. It also includes a "Show Less" / "Explore Features" button to toggle content visibility.

- **Footer (<footer>):** Contains links for exploration (Contact, Careers, Community Guidelines, Subscribe) and a language selection dropdown. It also includes copyright information.

CSS (ghostrunner.css and Inline Styles)

The styling of the website is primarily managed by an external CSS file (ghostrunner.css) and inline styles within the <style> tag in ghostrunner.html.

Key Styling Concepts:

- **Global Styles:** body styles define the font, background color, text color, and line height.
- **Header Styling:** The .header-container and .game-title classes control the appearance of the header, including background, padding, text alignment, font size, color, and text shadow.
- **Layout and Responsiveness:**
 - .container and .main-content provide central alignment and padding.
 - .hero-section uses position: relative for the trailer-button overlay.
 - .screenshot-grid uses CSS Grid (display: grid, grid-template-columns) for a responsive image gallery, adapting to different screen sizes.
- **Interactive Elements:**
 - .trailer-button and .view-more-button are styled with distinct backgrounds, colors, padding, and hover effects for visual feedback.
 - img elements in the screenshot-grid have a transition for a hover effect (transform: scale(1.05)).
- **Section Specific Styles:**
 - .game-description includes a left border for visual emphasis.
 - .game-features has a distinct background, padding, and shadow.
- **Footer Styles:** Defines the layout and appearance of footer links and the language selection dropdown.

JavaScript (ghostrunner.js and Inline Script)

The website incorporates JavaScript for dynamic behavior. The primary script is linked externally (ghostrunner.js), and there's an inline script within the <body> tag of ghostrunner.html.

Key JavaScript Functionality:

- **Welcome Alert:** An alert("Welcome to ghosrtunner blog!") is displayed when the page loads.
- **"Read More" / "Read Less" Functionality:**
 - This script targets the .game-description section.
 - It toggles the max-height of the description paragraph between an initial height (200px) and its full scroll height when the "Read More" or "Read Less" button is clicked.
 - The button text also changes accordingly.
- **"Explore Features" / "Show Less" Functionality:**
 - Similar to the game description, this functionality applies to the .game-features section.
 - It toggles the max-height of the features paragraph between an initial height (150px) and its full scroll height when the "Explore Features" or "Show Less" button is clicked.
 - The button text also changes accordingly.
- **DOM Content Loaded:** Both interactive scripts are wrapped within a DOMContentLoaded event listener, ensuring that the HTML content is fully loaded before the scripts attempt to manipulate it.

This documentation provides an overview of the Ghostrunner fan community website, detailing its structure, styling, and interactive elements.