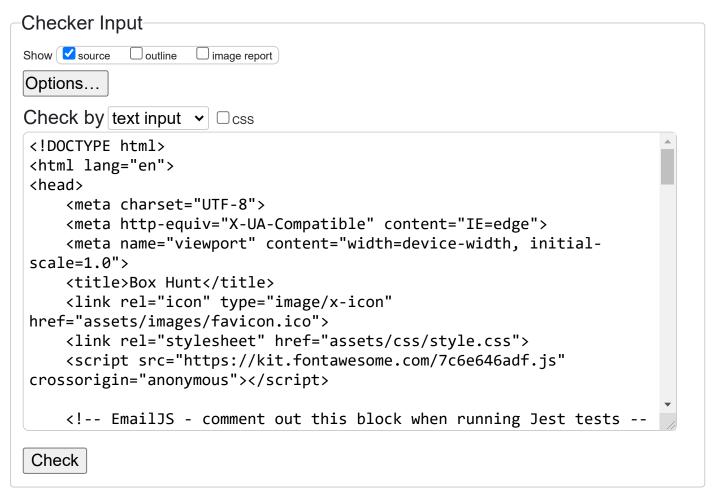# Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for contents of text-input area

Checker Input

Show ☑ source ☐ outline ☐ image report

Options…

Check by text input ▾ ☐ css

```
<!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">
    <title>Box Hunt</title>
    <link rel="icon" type="image/x-icon" href="assets/images/favicon.ico">
    <link rel="stylesheet" href="assets/css/style.css">
    <script src="https://kit.fontawesome.com/7c6e646adf.js" crossorigin="anonymous"></script>

    <!-- EmailJS - comment out this block when running Jest tests --
```

Check

Use the Message Filtering button below to display options for hiding/showing particular messages, and to see total counts of errors and warnings.

Message Filtering

1. **Warning** **Empty heading.**

   From line 26, column 5; to line 26, column 64

   `</h2>↵     <h2 id="game-over" aria-label="Text visible when game ends"></h2>↵`

2. **Warning** **Empty heading.**

   From line 69, column 9; to line 69, column 88

```
>↵          <h2 id="form-submit" aria-label="Text for successful or failed form
submission"></h2>↵
```

Document checking completed.

Source

```
 1.  <!DOCTYPE html>↵
 2.  <html lang="en">↵
 3.  <head>↵
 4.      <meta charset="UTF-8">↵
 5.      <meta http-equiv="X-UA-Compatible" content="IE=edge">↵
 6.      <meta name="viewport" content="width=device-width, initial-scale=1.0">↵
 7.      <title>Box Hunt</title>↵
 8.      <link rel="icon" type="image/x-icon" href="assets/images/favicon.ico">↵
 9.      <link rel="stylesheet" href="assets/css/style.css">↵
10.      <script src="https://kit.fontawesome.com/7c6e646adf.js"
     crossorigin="anonymous"></script>↵
11.  ↵
12.      <!-- EmailJS - comment out this block when running Jest tests -->↵
13.      <script
     src="https://cdn.jsdelivr.net/npm/@emailjs/browser@3/dist/email.min.js">↵
14.      </script>↵
15.      <script>↵
16.          (function(){↵
17.              emailjs.init("QaZlE9csUadOLmKm2");↵
18.          })();↵
19.      </script>↵
20.      ↵
21.  </head>↵
22.  <body>↵
23.      <h1>Box Hunt</h1>↵
24.  ↵
25.      <h2 class="white-text">Score: <span id="score">0</span> Time left: <span
     id="time-left">60</span>s</h2>↵
26.      <h2 id="game-over" aria-label="Text visible when game ends"></h2>↵
27.  ↵
28.      <div class="grid">↵
29.          <!-- JavaScript will create the 3x3 grid with 9 tiles:↵
30.          <div class="tile" id="0"></div>   ↵
31.          <div class="tile" id="1"></div>↵
32.                  etc to...↵
33.          <div class="tile" id="8"></div>↵
34.          -->↵
35.      </div>↵
36.  ↵
37.      <div class="buttons-div">↵
38.          <button id="start-game">Start</button>↵
39.          <button id="reset-game">Reset</button>↵
40.      </div>↵
41.  ↵
42.      <h2>Instructions</h2>↵
43.      <p class="instructions">↵
44.          This game is similar to the retro 2D version of Whac-A-Mole. ↵
45.          When the coloured box appears, try to hit it. ↵
46.          The more hits you achieve in 60 seconds, the more points you score. ↵
47.          But beware, the higher your score, the faster the box moves!↵
48.      </p><br>↵
49.      <ul>↵
50.          <li><i class="fa-solid fa-circle-play"></i> Press <strong>[ Start ]
     </strong></li>↵
```

```
51.          <li><br></li>↵
52.          <li><i class="fa-solid fa-gavel"></i> Hit the <strong>coloured</strong>
      box</li>↵
53.          <li><br></li>↵
54.          <li><i class="fa-solid fa-stopwatch"></i> Game stops after
      <strong>60</strong> seconds</li>↵
55.          <li><br></li>↵
56.          <li><i class="fa-solid fa-reply"></i> Press <strong>[ Reset ]</strong> to
      clear the score</li>↵
57.          <li><br></li>↵
58.          <li><i class="fa-solid fa-circle-play"></i> Press <strong>[ Start ]
      </strong> to play again</li>↵
59.          <li><br></li>↵
60.      </ul>↵
61.  ↵
62.      <h2>Email Us</h2>↵
63.      <p class="contact-heading">Submit your game idea...</p> ↵
64.  ↵
65.      <form onsubmit="return sendMail(this);" id="send-idea">↵
66.          <input type="text" name="name" id="fullname" aria-label="Enter full name"
      placeholder="Full Name" required>↵
67.          <input type="text" name="emailaddress" id="emailaddress" aria-
      label="Enter email address" placeholder="Email" required>↵
68.          <textarea rows="5" name="message" id="message" aria-label="Enter game
      idea" placeholder="Game idea" required></textarea>↵
69.          <h2 id="form-submit" aria-label="Text for successful or failed form
      submission"></h2>↵
70.          <button type="submit" id="submit-button">Send My Idea</button>↵
71.      </form>                 ↵
72.      ↵
73.      <script src="assets/scripts/app.js"></script>↵
74.      <script src="assets/scripts/sendEmail.js"></script>↵
75.  ↵
76.      <footer class="footer">↵
77.          <p>Game made with 💜 by Janet ↵
78.              <a target="_blank" aria-label="Github account link"
      href="https://github.com/janet-dev">↵
79.                  <i class="fa-brands fa-github" aria-hidden="true"></i>↵
80.              </a> 2023</p>↵
81.      </footer>↵
82.  ↵
83.  </body>↵
84.  ↵
85.  </html>
```

Used the HTML parser.

Total execution time 11 milliseconds.