

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

```
<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 --
>
<script type="text/javascript"

src="https://cdn.jsdelivrivr.net/npm/@emailjs/browser@3/dist/email.min.
js">
</script>
<script type="text/javascript">
  (function(){
    emailjs.init("QaZlE9csUadOLmKm2");
  })();
```

Check

Use the Message Filtering button below to hide/show particular messages, and to see total counts of errors and warnings.

Message Filtering

1. **Warning** The `type` attribute is unnecessary for JavaScript resources.

[From line 13, column 5; to line 14, column 80](#)

```
s -->↵    <script type="text/javascript"↵
src="https://cdn.jsdelivrivr.net/npm/@emailjs/browser@3/dist/email.min.js">↵    <
```

2. **Warning** The `type` attribute is unnecessary for JavaScript resources.

[From line 16, column 5; to line 16, column 35](#)

```
ript>↵    <script type="text/javascript">↵
```

3. **Warning** Empty heading.

[From line 27, column 5; to line 27, column 64](#)

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

4. **Error** Element `br` not allowed as child of element `u1` in this context.
(Suppressing further errors from this subtree.)

[From line 51, column 90; to line 51, column 93](#)

```
rong></li><br>↵
```

Contexts in which element `br` may be used:

Where [phrasing content](#) is expected.

Content model for element `u1`:

Zero or more [li](#) and [script-supporting](#) elements.

5. **Error** Element `br` not allowed as child of element `u1` in this context.
(Suppressing further errors from this subtree.)

[From line 52, column 89; to line 52, column 92](#)

```
> box</li><br>↵
```

Contexts in which element `br` may be used:

Where [phrasing content](#) is expected.

Content model for element `u1`:

Zero or more [li](#) and [script-supporting](#) elements.

6. **Error** Element `br` not allowed as child of element `u1` in this context.
(Suppressing further errors from this subtree.)

[From line 53, column 100; to line 53, column 103](#)

```
conds</li><br>↵
```

Contexts in which element `br` may be used:

Where [phrasing content](#) is expected.

Content model for element `u1`:

Zero or more [li](#) and [script-supporting](#) elements.

7. **Error** Element `br` not allowed as child of element `u1` in this context.
(Suppressing further errors from this subtree.)

[From line 54, column 103; to line 54, column 106](#)

```
score</li><br>↵
```

Contexts in which element `br` may be used:

Where [phrasing content](#) is expected.

Content model for element `u1`:

Zero or more [li](#) and [script-supporting](#) elements.

8. **Warning** Empty heading.

[From line 65, column 9; to line 65, column 88](#)

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

9. **Warning** The `charset` attribute on the `script` element is obsolete.

[From line 69, column 5; to line 69, column 56](#)

```
↵      ↵      <script src="assets/scripts/app.js" charset="utf-8"></scri
```

10. **Error** Stray start tag `footer`.

[From line 74, column 1; to line 74, column 23](#)

```
↵</body>↵↵<footer class="footer">↵      <
```

11. **Warning** Possible misuse of `aria-label`. (If you disagree with this warning, [file an issue report](#) or send e-mail to www-validator@w3.org.)

[From line 77, column 13; to line 77, column 68](#)

```
<i class="fa-brands fa-github" aria-label="Github icon"></i>↵
```

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 type="text/javascript"↵
14.        src="https://cdn.jsdelivr.net/npm/@emailjs/browser@3/dist/email.min.js">↵
15.    </script>↵
16.    <script type="text/javascript">↵
17.        (function(){↵
18.            emailjs.init("QaZlE9csUadOLmKm2");↵
19.        })();↵
20.    </script>↵
21.    ↵
22. </head>↵
23. <body>↵
```

```

24.     <h1>Box Hunt</h1>↵
25. ↵
26.     <h2 class="white-text">Score: <span id="score">0</span> Time left: <span
id="time-left">60</span>s</h2>↵
27.     <h2 id="game-over" aria-label="Text visible when game ends"></h2>↵
28. ↵
29.     <div class="grid">↵
30.         <!-- JavaScript will create the 3x3 grid with 9 tiles:↵
31.         <div class="tile" id="0"></div> ↵
32.         <div class="tile" id="1"></div>↵
33.             etc to...↵
34.         <div class="tile" id="8"></div>↵
35.         -->↵
36.     </div>↵
37. ↵
38.     <div class="buttons-div">↵
39.         <button id="start-game">Start</button>↵
40.         <button id="reset-game">Reset</button>↵
41.     </div>↵
42. ↵
43.     <h2>Instructions</h2>↵
44.     <p class="instructions">↵
45.         This game is similar to the retro 2D version of Whac-A-Mole. ↵
46.         When the coloured box appears, try to hit it. ↵
47.         The more hits you achieve in 60 seconds, the more points you score. ↵
48.         But beware, the higher your score, the faster the box moves!↵
49.     </p><br>↵
50.     <ul>↵
51.         <li><i class="fa-solid fa-circle-play"></i> Press <strong>[ Start ]
</strong></li><br>↵
52.         <li><i class="fa-solid fa-gavel"></i> Hit the <strong>coloured</strong>
box</li><br>↵
53.         <li><i class="fa-solid fa-stopwatch"></i> Game stops after
<strong>60</strong> seconds</li><br>↵
54.         <li><i class="fa-solid fa-reply"></i> Press <strong>[ Reset ]</strong> to
clear the score</li><br>↵
55.         <li><i class="fa-solid fa-circle-play"></i> Press <strong>[ Start ]
</strong> to play again</li>↵
56.     </ul><br>↵
57. ↵
58.     <h2>Email Us</h2>↵
59.     <p class="contact-heading">Submit your game idea...</p> ↵
60. ↵
61.     <form onsubmit="return sendMail(this);" id="send-idea">↵
62.         <input type="text" name="name" id="fullname" aria-label="Enter full name"
placeholder="Full Name" required>↵
63.         <input type="text" name="emailaddress" id="emailaddress" aria-
label="Enter email address" placeholder="Email" required>↵
64.         <textarea rows="5" name="message" id="message" aria-label="Enter game
idea" placeholder="Game idea" required></textarea>↵
65.         <h2 id="form-submit" aria-label="Text for successful or failed form
submission"></h2>↵
66.         <button type="submit" id="submit-button">Send My Idea</button>↵
67.     </form> ↵
68.     ↵
69.     <script src="assets/scripts/app.js" charset="utf-8"></script>↵
70.     <script src="assets/scripts/sendEmail.js"></script>↵
71. ↵
72. </body>↵
73. ↵
74. <footer class="footer">↵
75.     <p>Game made with 💜 by Janet ↵
76.     <a target="_blank" aria-label="Github account link"
href="https://github.com/janet-dev">↵
77.         <i class="fa-brands fa-github" aria-label="Github icon"></i>↵
78.     </a> 2023</p>↵
79. </footer>↵

```

```
80. ↵  
81. </html>
```

Used the HTML parser.

Total execution time 16 milliseconds.

[About this checker](#) • [Report an issue](#) • Version: 23.1.17