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Course: 158256 – Web Application Design

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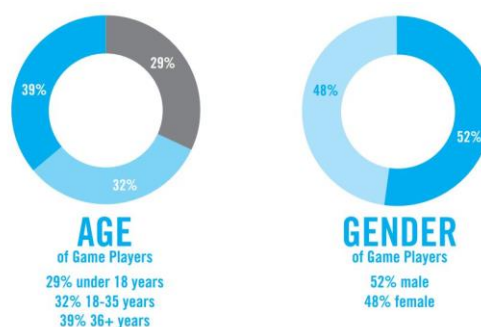
Video URL: A3_Youtube_Video

Website URL: SPINDLE - Home

158256 Assignment 3 – Website Development

INTRODUCTION

Spindle is an exciting 2D action-adventure game which has you play the role of Death and his pig sidekick to heal a mysteriously infected world. I initially learnt about the game on Kickstarter and it caught my interest from the start. After investigating further, I found the official website was quite unappealing due to the lack of key information and poor design. As a result, I decided to create a website of my own dedicated to this special indie game.

My website's primary purpose is to showcase this game, provide all related information in a clear, accessible, and interesting way. The ultimate goal is to get people to know about this unique game and spread the news to others. The general intended audience is the gaming community. This demographic consists of people of all sexes, usually aged between 10 and 50, and coming from all walks of life. On a narrower scope, however, the website specifically targets gamers with an interest in indie games.

Statistics regarding gaming demographic; Credit: The ESA

For competition analysis, I chose the websites, Hollow Knight.com and Injustice.com. Hollow Knight is perfectly relevant because it's also an indie game and the website does a really good job at showcasing the game. There are some key design aspects which I liked, such as the zig-zag content layout style, which I decided to apply in my website's 'game features' page. Similarly, I chose the Injustice 2 website because it is professionally designed and has a very appealing look, thanks to eye-catching images, cool effects, and lots of multimedia. The idea of using text-shadow in the header links for a glowing look and using an animated mobile icon button came from this website.

Hollow Knight's website is designed well; Credit: HollowKnight.com

ANALYSIS

The website's goal is to promote Spindle. Credit: Steam

The website's goal is to promote Spindle and provide all Spindle-related information in an interesting and accessible way that appeals to the target audience. Obviously, I'm going to need all the information I can find about this game, starting from the project story to all the game's features. Most of the info I'll need is available on the game's Kickstarter page, so that's my primary source of info. More info is available on the Steam page and from the developers themselves. I will primarily use the images provided in the Kickstarter page and also in the free press kit, and get additional images if needed from Canva (student license), Unsplash.com (provides free images) and other free sites (e.g. iconfinder.com).

My website project will use a form to provide a way for customers to contact support regarding any issues they are facing. Information gathered will include the customer's name, email address, and text message. A simple number-verification system will be used to stop bots from using the form.

Wireframe of form.

I used octopus.do, a free visual sitemap generator, to create the sitemap of my website, which will be organized hierarchically. The website will be divided into different sections with similar themes. For example, all the pages relevant to the game itself, such as the game's inspiration and features, will be grouped under the 'game info' section. A link to the sitemap is provided here for further perusal.

Visual sitemap for Assignment 3.

For the example page wireframe, I used app.diagram.net. A whole lot of comments are provided for clarity. The wireframe file can be viewed [here](#).

Wireframe of the website's homepage.

Note: the table has been created in two ways. For large screens, the normal <table> element is used. However, the HTML table really is not responsive. As a result, for smaller screens, I use a collection of div containers that simulates a table but is responsive.

WEBSITE CRITIQUE

I think there are quite a few strong points about my website. First and foremost, the website looks quite appealing due to the animated header, the well-balanced blue-black color scheme, and the animated elements put throughout. Second, navigation is quick and simple, thanks to all the navigation links provided everywhere, from the header and breadcrumbs to the footer. Moreover, the site is entirely responsive and accessible on small devices, with many responsive features, like a mobile menu and a resizable table.

Still however, there are many weaknesses inherent in the website's design. The same page layout (and sometimes even the same section) is used a lot of times, leaving the website pages looking rather bland. Using more variation in the page layout would markedly improve the design. Another weakness is that because everything is turned to column-direction on mobile screens, there is a lot of vertical scrolling to do. In this case, utilizing an HTML slider container for the grid cards and the collection of images would be more user-intuitive. Other points to improve include cross-browser functionality, accessibility (by including ARIA roles), and using smaller images for better mobile performance (through srcset). Given more time, I would take care to improve all of these aspects.

APPENDIX

This appendix serves to provide the related HTML code (some of the code being removed for brevity) used for key sections of my website project. Javascript code is included as well.

HEAD SECTION (INCLUDES DESCRIPTION/KEYWORD TAGS) – HTML:

```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <meta name="keywords" content="spindle, video game, indie">
    <meta name="description" content="Welcome to the Spindle website! Spindle is an old-school zeldaesque action-adventure where you slip into the role of Death. Find all information about Spindle right here - the story behind the project, game features, and much more!">
    <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=Maven+Pro:wght@500;90
0&display=swap" rel="stylesheet">
    <link rel="stylesheet" href="basic_styles.css">
    <link rel="stylesheet" href="home_styles.css">
    <link rel="stylesheet" href="mobile_styles.css">
    <link rel="icon" href="icons/favicon.ico">
    <script src="verifyEmail.js"></script>
    <script src="mobileMenu.js"></script>
    <title>SPINDLE - Home</title>
</head>
```

HEADER SECTION – HTML:

```
<header class="site-header">
    <div class="site-header_wrapper">
        <a href="#" id="logo_link">
            <img src="icons/spindle_logo.png" alt="spindle logo"
width="158" height="44"/>
        </a>
        <span id="side-nav_divider">|</span>
        <ul id="mobile_button" onclick="toggleMobileNav()">
            <li id="first-bar">&mdash;</li>
            <li id="second-bar">&mdash;</li>
            <li id="third-bar">&mdash;</li>
        </ul>
        <nav class="main-nav">
            <div class="main-nav_wrapper">
                <ul>
                    <li>
                        <a href="index.html" class="main-nav-
link">Home</a>
                    </li>
                    <li><span class="main-nav-link home-link">About
Us  <svg viewBox="0 0 1024 2048" xml:space="preserve"
xmlns="http://www.w3.org/2000/svg" class="caret-down"><path d="M1024
832c0 17.333-6.333 32.333-19 45l-448 448c-12.667 12.667-27.667 19-45
19s-32.333-6.333-45-19L19 877C6.333 864.333 0 849.333 0 832s6.333-
32.333 19-45 27.667-19 45-19h896c17.333 0 32.333 6.333 45 19s19
27.667 19 45z"></path></svg></span>
                        <ul class="submenu">
                            <li><a href="the_team.html#the-team"
class="submenu-nav-link">The Team</a></li>
                        </ul>
                    </li>
                </ul>
            </div>
        </nav>
    </div>
</header>
```

BREADCRUMBS SECTION – HTML:

```
<nav id="breadcrumbs-nav">
    <ol class="breadcrumbs">
        <li><a href="index.html" class="light-link">Home</a></li>
    </ol>
</nav>
```

BANNER SECTION – HTML:

```html
    <section id="hero-section">
        <div id="hero-section_wrapper">
            <img src="icons/spindle_logo.png" alt="">
                <h1>Free the world from chaos!</h1>
                <a href="https://gotm.io/letsgamedev/spindle"
rel="noopener" class="button-link">Play Demo</a>
        </div>
        <a href="#about-game-section" class="scroll-tip-link"><img
src="icons/scroll.svg" class="scroll-tip" alt=""/></a>
    </section>
```

CONTENT SECTION – HTML:

```html
    <section id="about-us-section" class="base-grid">
        <h1 class="section-headers ">About Us</h1>
        <div class="section_wrapper">
            <p>
                <b>Let's GameDev</b> is a game development studio
founded by <b>Tom Bleek</b>, a game developer, YouTuber, and author
from Germany. He has been working in the gaming industry as a game
developer for over a decade now. Now, he is creating Spindle, an
exciting 2D action-adventure game, with the help of Kim (graphics
artist), Felix (SFX specialist), Deck 13 (publisher), and others.
            </p>
            <hr>
            <p class="bold">Learn more about the dev team here:</p>
            <a href="the_team.html" class="button-link">The Team</a>
        </div>
    </section>
```

FOOTER SECTION – HTML:

```html
<footer class="site-footer">
    <p>
        <a href="https://validator.w3.org/nu/?doc=https%3A%2F%2Fsfs-
webdev.massey.ac.nz%2Fsite1497%2Fapps%2Fassignments%2FAssignment_3_R
eal%2Findex.html">
            <img style="border:0;width:88px;height:31px"
                src="icons/html5-validator-badge-blue.png"
                alt="Valid HTML!" />
        </a>
    </p>
    <p>
        <a href="https://jigsaw.w3.org/css-
validator/validator?uri=https%3A%2F%2Fsfs-
webdev.massey.ac.nz%2Fsite1497%2Fapps%2Fassignments%2FAssignment_3_R
eal%2Findex.html&profile=css3svg&usermedium=all&warning=1&vextwarnin
g=">
            <img style="border:0;width:88px;height:31px"
                src="https://jigsaw.w3.org/css-
validator/images/vcss-blue"
                alt="Valid CSS!" />
        </a>
    </p>
    <div class="site-footer_wrapper">
        <img src="images/logo-gamedev.gif" alt="" width="400">
```

```html
        <div id="footer_info-links">
            <div id="email-append">Let's GameDev GmbH
                <br>Gervinusstraße 15-21
                <br>60359 Frankfurt am Main
                <br>
                <form id="email-verification-form"  method="get"
onsubmit="saveVerification(); revealEmail(); return false">
                    <ul>
                        <li>
                            <label for="verify-email-request"
id="email-label">Email Verification</label>
                            <input type="number" id="verify-email-
request" required="required" placeholder="2*sqrt(2+2) = ">
                            <input type="submit" id="email-reveal-
button" name="email-submit" value="Reveal Email" onclick="">
                        </li>
                    </ul>
                </form>
            </div>
        </div>
        <div id="footer_company-links">
            <h3>Company</h3>
            <ul>
                <li><a href="index.html">Home</a></li>
                <li><a href="about_us.html">About Us</a></li>
                <li><a href="sitemap.html">Sitemap</a></li>
                <li><a href="the_team.html#publishers-
section">Publisher</a></li>
            </ul>
        </div>
    </div>
    <p>Let's GameDev &copy; 2021
        <br>Website designed with 💗 by Saad Billah</p>
</footer>
```

EMAIL VERIFICATION – HTML + JS:

```html
/* HTML PART */

<div id="email-append">Let's GameDev GmbH
    <br>Gervinusstraße 15-21
    <br>60359 Frankfurt am Main
    <br>
    <form id="email-verification-form"  method="get"
onsubmit="saveVerification(); revealEmail(); return false">
        <ul>
            <li>
                <label for="verify-email-request" id="email-
label">Email Verification</label>
                <input type="number" id="verify-email-request"
required="required" placeholder="2*sqrt(2+2) = ">
                <input type="submit" id="email-reveal-button"
name="email-submit" value="Reveal Email" onclick="">
            </li>
        </ul>
    </form>
</div>
```

```
/* JAVASCRIPT PART */

// ------- function that saves verification data submitted through
form -------

function saveVerification() {
    let email_verification = document.getElementById("verify-email-
request");
    let email_form = document.getElementById("email-verification-
form");
    // save verification code to session storage
    sessionStorage.setItem("email-code", email_verification.value);
    email_form.reset();
}

// -------- function to create email link --------------

function revealEmail() {
    let email_form = document.getElementById("email-verification-
form");
    let email_link = document.createElement("a");
    let paragraph = document.getElementById("email-append");
    let verification_number = sessionStorage.getItem("email-code");
    // if the verification code is correct, display the link
    if (verification_number === '4') {
        email_form.style.display = "none";
        email_link.id = 'email-link';
        email_link.classList.add("light-link");
        // setting onclick() attribute to operate openMailer
function + passing base 64 encoding of mailto link
        email_link.setAttribute("onclick",
"openMailer(\"bWFpbHRvOm0lNjFpbCU0MHNwJTY5bmRsZSUyRGFkdmVudHVyZSUyRW
MlNkZt\")");
        // set inner HTML, append to parent element, alert user
        email_link.innerHTML = "E-Mail Link: Click Here";
        paragraph.appendChild(email_link);
        alert("Click the email link before it disappears!");
        // set timeout for removing email link
        window.setTimeout(removeEmail, 5000);
    }
    // otherwise, if user inputs the wrong verification code, alert
the user
    else {
        alert("Invalid verification code!");
    }
}

// ------- function that fills in href attribute of email link upon
clicking ------------------

function openMailer(code) {
    let email_link = document.getElementById("email-link");
    // decode base64 encoding: includes hex characters for further
obfuscation
    let email_decoder = atob(code);
```

```
        // set href attribute of email link
    email_link.setAttribute("href", email_decoder);
}


// ---------- function that removes the mailto email link and re-
displays the form -----------

function removeEmail() {
    let email_link = document.getElementById("email-link");
    let email_form = document.getElementById("email-verification-
form");
    // perform function ONLY if the email link is present!
    if (email_link != null) {
        email_link.parentElement.removeChild(email_link);
        email_form.style.display = "block";
    }
}
```

FORM MANIPULATION – HTML + JS:

```html
/* HTML PART */

<div class="responsive-form">
    <form id="contact-us-form"  method="post" data-form-
type="contact-form" onsubmit="submitFormData()">
        <fieldset id="request">
            <legend>
                <h2>Submit a Request</h2>
            </legend>
            <div class="form-field">
                <label for="requested-name">Your Name*</label>
                <input type="text" id="requested-name"
name="customer-name" autocomplete="on" placeholder="e.g. John Doe"
required="required">
            </div>
            <div class="form-field">
                <label for="requested-email">Your Email
Address*</label>
                <input type="email" id="requested-email"
name="customer-email" required="required" placeholder="e.g.
you@example.com">
            </div>
            <div class="form-field">
                <label for="requested-subject">Subject</label>
                <input type="text" id="requested-subject"
name="message-subject" placeholder="e.g. PayPal not working">
            </div>
            <div class="form-field">
                <label for="requested-message">Your Message*</label>
                <textarea cols="70" rows="10" id="requested-message"
name="customer-message" required="required" placeholder="e.g. I'm on
the gamer plan (order no: WX78) but I have ordered 3 more keys.
However, for some reason, I can't increase money through
Paypal."></textarea>
            </div>
            <div class="form-field">
```

```html
                    <label for="requested-
verification">Verification*</label>
                    <input type="number" id="requested-verification"
name="customer-verification" required="required"
placeholder="2*sqrt(2)*sqrt(2) = ">
            </div>
            <div class="form-field">
                <ul style="">
                    <li><label><input type="checkbox" id="check-
privacy" value="yes" required="required" name="customer-privacy"> I
agree with the company's
                        <a href="https://www.lets-
gamedev.de/datenschutz.html" class="light-link">privacy
policy</a>.*</label></li>
                </ul>
            </div>
            <input type="submit">
            <input type="reset">
            <input type="button"
onclick="location.href='collected_data.html'" value="View">
        </fieldset>
    </form>
</div>

/* JAVASCRIPT PART */

// -------- function to store form data in local storage -----------
---------

function submitFormData() {
    // if verification is right, continue
    if (document.getElementById("requested-verification").value ===
'4') {
        // if nothing saved at start, store an empty array
        if (localStorage.getItem("form-data") == null) {
            localStorage.setItem("form-data", "[]");
        }
        // get data from form inputs and store in an array
        let newFormData = [];
        newFormData.push("<strong>Date: </strong>" + new Date() +
"</li>");
        newFormData.push("<strong>Customer's Name: </strong>" +
document.getElementById("requested-name").value);
        newFormData.push("<strong>Customer's Email: </strong>" +
document.getElementById("requested-email").value);
        newFormData.push("<strong>Subject: </strong>" +
document.getElementById("requested-subject").value);
        newFormData.push("<strong>Message: </strong>" +
document.getElementById("requested-message").value);
        // get old data and fill with new data
        let previousFormData =
JSON.parse(localStorage.getItem("form-data"));
        previousFormData.push(newFormData);
        // save old + new data to local storage
        localStorage.setItem('form-data',
JSON.stringify(previousFormData));
```

```
        alert("Submitted form data; press the View button to
view.");
    }
    // else, if verification code is wrong, alert user
    else {
        alert("Wrong verification code! Please try again.");
        return false;
    }
}

// ------------- function to retrieve form data from local storage
and display in page -----------------

function getFormData() {
    // load variable with data from local storage (which btw in the
form of multidimensional arrays)
    let formData = JSON.parse(localStorage.getItem("form-data"));
    // define the parent element
    let parentList = document.getElementById("form-data-append");
    // run only if there is data in the variable
    if (formData != null) {
        // loop through the main array
        for (let i = 0; i < formData.length; i++) {
            // loop through the secondary array
            for (let k = 0; k < formData[i].length; k++) {
                // create li element, append to the parent ul
element, and load li's inner HTML with form data
                let childData = document.createElement("li");
                parentList.append(childData);
                childData.innerHTML = formData[i][k];
            }
            // create a break after loading each customer's data
            parentList.appendChild(document.createElement("br"));
        }
    }
}

// ---------- function to clear form data ------------------------

function clearFormData() {
    localStorage.clear(); // clears everything in local storage
    location.reload(); // reload the page
}
```

MOBILE MENU – HTML + JS:

```
/* HTML PART */

<nav id="mobile-nav">
    <div class="mobile-nav_wrapper">
        <ul>
            <li>
                <a href="index.html" class="main-nav-link home-
link">Home</a>
            </li>
            <li>
```

```
                <span class="main-nav-link mobile-nav-link"
onclick="toggleNavLinks(0)">About Us  <svg viewBox="0 0
1024 2048" xml:space="preserve" xmlns="http://www.w3.org/2000/svg"
class="caret-down mobile-caret-down"><path d="M1024 832c0 17.333-
6.333 32.333-19 45l-448 448c-12.667 12.667-27.667 19-45 19s-32.333-
6.333-45-19L19 877C6.333 864.333 0 849.333 0 832s6.333-32.333 19-45
27.667-19 45-19h896c17.333 0 32.333 6.333 45 19s19 27.667 19
45z"></path></svg></span>
                <ul class="mobile_submenu">
                    <li><a href="the_team.html#the-team"
class="submenu-nav-link">The Team</a></li>
                    <li><a href="the_team.html#backers-section"
class="submenu-nav-link">Backers</a></li>
                    <li><a href="the_team.html#publishers-section"
class="submenu-nav-link">Publisher</a></li>
                </ul>
            </li>
            <li>
                <span class="main-nav-link mobile-nav-link"
onclick="toggleNavLinks(1)">Game Info  <svg viewBox="0 0
1024 2048" xml:space="preserve" xmlns="http://www.w3.org/2000/svg"
class="caret-down mobile-caret-down"><path d="M1024 832c0 17.333-
6.333 32.333-19 45l-448 448c-12.667 12.667-27.667 19-45 19s-32.333-
6.333-45-19L19 877C6.333 864.333 0 849.333 0 832s6.333-32.333 19-45
27.667-19 45-19h896c17.333 0 32.333 6.333 45 19s19 27.667 19
45z"></path></svg></span>
                <ul class="mobile_submenu">
                    <li onclick="resetMobileNav()"><a
href="inspiration.html" class="submenu-nav-
link">Inspiration</a></li>
                    <li onclick="resetMobileNav()"><a
href="features.html" class="submenu-nav-link">Features</a></li>
                    <li onclick="resetMobileNav()"><a
href="gameplay.html" class="submenu-nav-link">Gameplay</a></li>
                </ul>
            </li>
            <li>
                <span class="main-nav-link mobile-nav-link"
onclick="toggleNavLinks(2)">Support  <svg viewBox="0 0
1024 2048" xml:space="preserve" xmlns="http://www.w3.org/2000/svg"
class="caret-down mobile-caret-down"><path d="M1024 832c0 17.333-
6.333 32.333-19 45l-448 448c-12.667 12.667-27.667 19-45 19s-32.333-
6.333-45-19L19 877C6.333 864.333 0 849.333 0 832s6.333-32.333 19-45
27.667-19 45-19h896c17.333 0 32.333 6.333 45 19s19 27.667 19
45z"></path></svg></span>
                <ul class="mobile_submenu">
                    <li onclick="resetMobileNav()"><a
href="https://www.kickstarter.com/projects/letsgamedev/spindle-an-
action-adventure-about-the-death-and-a-pig/posts" target="_blank"
class="submenu-nav-link">Press</a></li>
                    <li onclick="resetMobileNav()"><a
href="funding.html" class="submenu-nav-link">Donate</a></li>
                </ul>
            </li>
            <li><a href="contact.html" class="main-nav-
link">Contact</a></li>
```

```
        </ul>
    </div>
</nav>

/* JAVASCRIPT PART */

// -------- function to animate mobile nav button and display/hide
mobile nav menu ---------------

function toggleMobileNav() {
    let mobileNav = document.getElementById("mobile-nav");
    let firstBar = document.getElementById("first-bar");
    let secondBar = document.getElementById("second-bar");
    let thirdBar = document.getElementById("third-bar");
    // if the mobile nav menu is already displayed, hide it and
reset all animations
    if (mobileNav.style.display === "block") {
        firstBar.style.transform = "rotate(0deg) translate(0, 0)";
        secondBar.style.display = "block";
        thirdBar.style.transform = "rotate(0deg) translate(0, 0)";
        mobileNav.style.display = "none";
    }
    // else, the mobile nav menu is hidden; animate the mobile
button and display the menu
    else {
        firstBar.style.transform = "translate(20%, 50%)
rotate(45deg) translateY(25%)";
        secondBar.style.display = "none";
        thirdBar.style.transform = "translate(0, -30%) rotate(-
45deg)";
        mobileNav.style.display = "block";
    }
}

function toggleNavLinks(link_number) {
    let MobileLinks = document.getElementsByClassName("mobile-nav-
link");
    let SubMenus =
document.getElementsByClassName("mobile_submenu");
    let Carets = document.getElementsByClassName("mobile-caret-
down");
    let n = link_number; // use as index variable for array of
classes
    // same logic; if mobile submenu is displayed, hide it
    if (SubMenus[n].style.display === 'flex') {
        SubMenus[n].style.display = 'none';
        MobileLinks[n].style.color = "#FFFFFF";
        MobileLinks[n].style.background = "black";
        MobileLinks[n].style.borderBottom = 'none';
        Carets[n].style.transform = "rotate(0deg)";
        Carets[n].style.fill = "#FFFFFF";
    }
    // else if mobile menu is hidden, display it
    else {
        SubMenus[n].style.display = 'flex';
        MobileLinks[n].style.color = "#53BDF6";
```

```
        MobileLinks[n].style.background = "#0B1420";
        MobileLinks[n].style.borderBottom = "5px solid #53BDF6";
        Carets[n].style.transform = "rotate(180deg)";
        Carets[n].style.fill = "#53BDF6";
        // the following part of the code hides the other submenus
if another submenu link is clicked
        if (n === 0) {
            SubMenus[n + 2].style.display = 'none';
            MobileLinks[n + 2].style.color = "#FFFFFF";
            MobileLinks[n + 2].style.background = "black";
            MobileLinks[n + 2].style.borderBottom = 'none';
            Carets[n + 2].style.transform = "rotate(0deg)";
            Carets[n + 2].style.fill = "#FFFFFF";
        }
        if ( (n === 0) || (n === 1) ) {
            SubMenus[n + 1].style.display = 'none';
            MobileLinks[n + 1].style.color = "#FFFFFF";
            MobileLinks[n + 1].style.background = "black";
            MobileLinks[n + 1].style.borderBottom = 'none';
            Carets[n + 1].style.transform = "rotate(0deg)";
            Carets[n + 1].style.fill = "#FFFFFF";
        }
        if ( (n === 1) || (n === 2) ) {
            SubMenus[n - 1].style.display = 'none';
            MobileLinks[n - 1].style.color = "#FFFFFF";
            MobileLinks[n - 1].style.background = "black";
            MobileLinks[n - 1].style.borderBottom = 'none';
            Carets[n - 1].style.transform = "rotate(0deg)";
            Carets[n - 1].style.fill = "#FFFFFF";
        }
        if (n === 2) {
            SubMenus[n - 2].style.display = 'none';
            MobileLinks[n - 2].style.color = "#FFFFFF";
            MobileLinks[n - 2].style.background = "black";
            MobileLinks[n - 2].style.borderBottom = 'none';
            Carets[n - 2].style.transform = "rotate(0deg)";
            Carets[n - 2].style.fill = "#FFFFFF";
        }
    }
}

// ----- function that resets everything if a link is clicked ------
-------

function resetMobileNav() {
    let MobileLinks = document.getElementsByClassName("mobile-nav-
link");
    let SubMenus =
document.getElementsByClassName("mobile_submenu");
    let Carets = document.getElementsByClassName("mobile-caret-
down");
    let mobileNav = document.getElementById("mobile-nav");
    let firstBar = document.getElementById("first-bar");
    let secondBar = document.getElementById("second-bar");
    let thirdBar = document.getElementById("third-bar");
    for (let i = 0; i < 3; i++) {
```

```
            MobileLinks[i].style.color = "#FFFFFF";
            MobileLinks[i].style.borderBottom = 'none';
            SubMenus[i].style.display = 'none';
            Carets[i].style.transform = "rotate(0deg)";
            Carets[i].style.fill = "#FFFFFF";
        }
        mobileNav.style.display = 'none';
        firstBar.style.transform = "rotate(0deg) translate(0, 0)";
        secondBar.style.display = "block";
        thirdBar.style.transform = "rotate(0deg) translate(0, 0)";
        mobileNav.style.display = "none";
}
```

GEOLOCATION – HTML + JS:

```html
/* HTML PART */

<p>
    <strong>Show User's Location</strong>
    <br><a onclick="getLocation()" class="dark-link">Get
Location</a>
    <br><a onclick="resetLocation()" class="dark-link">Reset
Location</a>
</p>

/* JAVASCRIPT PART */

// function to get the current location of the user

function getLocation() {
    if (navigator.geolocation) {
        // if success, show position; if there's an error, show the
error in console
        navigator.geolocation.getCurrentPosition(showPosition,
showError);
    }
    else {
        console.log("Geolocation not supported on browser!");
    }
}

// function to show the user's location on the map

function showPosition(position) {
    let iframeMap = document.getElementById("google-map");
    if (iframeMap.getAttribute("src") != null) {
        iframeMap.setAttribute("src",
"https://www.google.com/maps/embed/v1/view?key=AIzaSyBAnOJziVFAHw0Pi
3IZQw9AGz6xz6xyaFE&zoom=14&center="+position.coords.latitude +
","+position.coords.longitude);
    }
}

// function to reset map location

function resetLocation() {
```

```javascript
    location.reload();
}

// function to log any errors that occur

function showError(error) {
    switch(error.code) {
        case error.PERMISSION_DENIED:
            console.log("User denied the request for Geolocation.");
            break;
        case error.POSITION_UNAVAILABLE:
            console.log("Location information is unavailable.");
            break;
        case error.TIMEOUT:
            console.log("The request to get user location timed
out.");
            break;
        case error.UNKNOWN_ERR:
            console.log("An unknown error occurred.");
            break;
    }
}
```