



COMSATS University Islamabad, Lahore Campus

Lab Assignment 2: Website

Course: CSC101-Introduction to ICT (Lab)

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Program: BCS

Section: A

Roll no. SP20-BCS-141

Submitted to: Prof. Muhammad Sharjeel

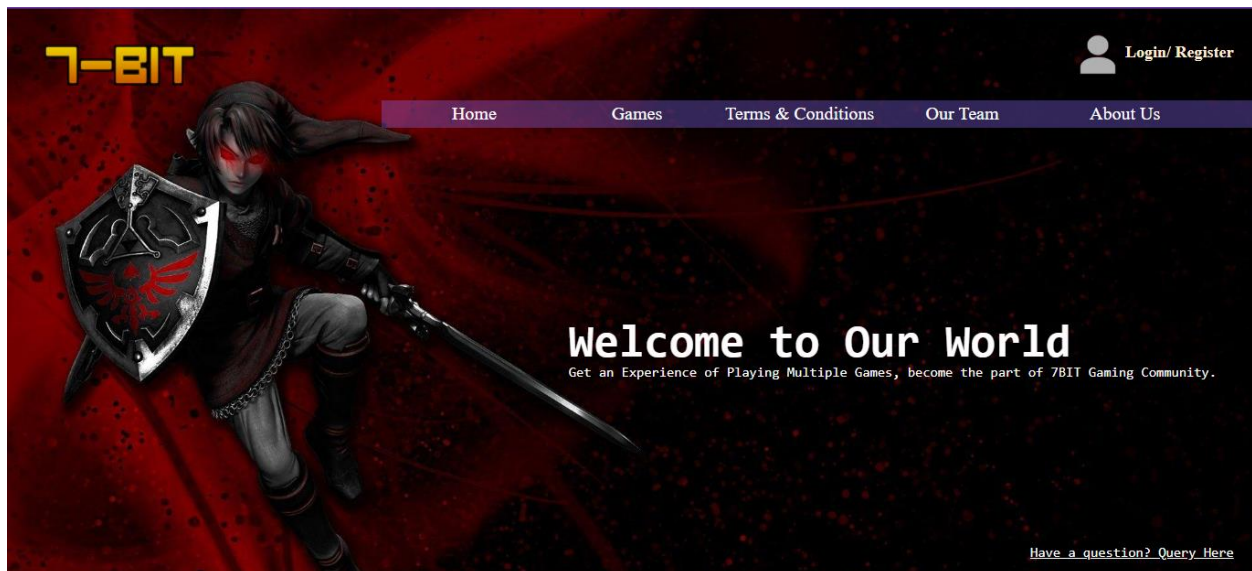
Submitted by: Muhammad Moaz Ahmed

7BIT Gaming Hub

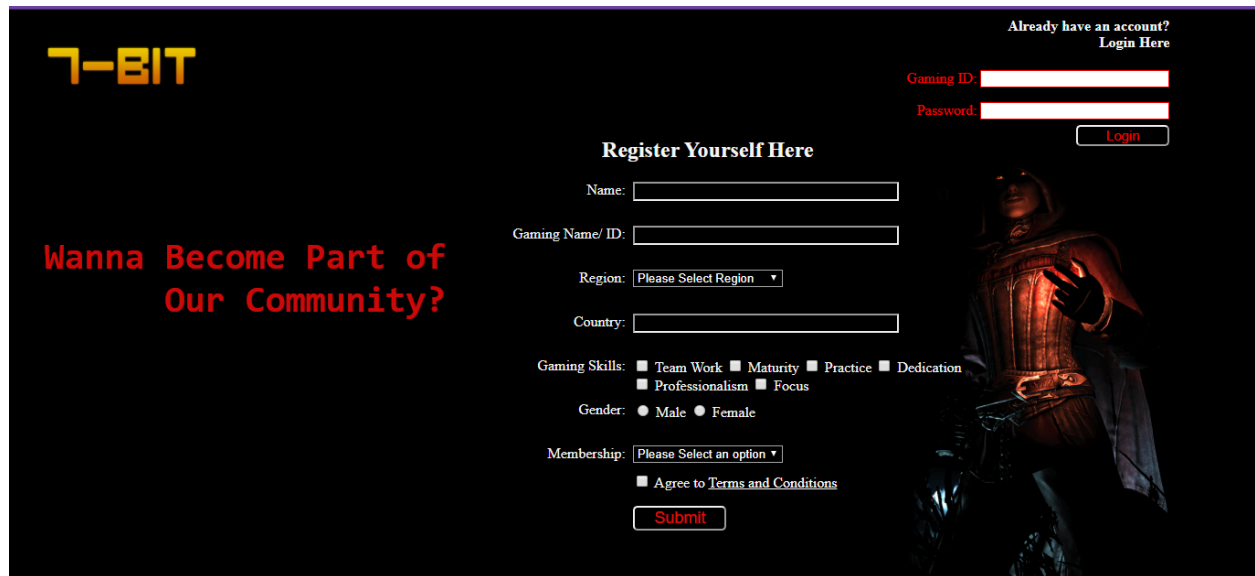
This is a gaming website **7BIT Gaming Hub** of a gaming studio **7BIT**. Here new games are provided which are produced by 7BIT and also some famous games are provided. All pages are designed on a gaming theme. Main **landing page** contains a menu which contain all content and all pages are linked to the landing page. Then a page is designed to **register or login** a person to access services and material provided by 7BIT. After it another page is linked to main page in which **terms and conditions** are briefly explained. A fourth page is designed to contain data of all **team** members. All **services** which are provided by 7BIT are on the fifth page and it also contain some data of their accomplishments. Last page is designed to make **queries** and one can ask freely any question.

Output

- **Landing Page:**



- **Register/ Login:**



The image shows a registration and login interface for 7-BIT Gaming Hub. On the left, the 7-BIT logo is displayed in orange. Below it, the text "Wanna Become Part of Our Community?" is written in red. On the right, there is a login section with the text "Already have an account? Login Here" and input fields for "Gaming ID:" and "Password:". Below the login section is a registration section titled "Register Yourself Here". It includes input fields for "Name:", "Gaming Name/ ID:", "Region:" (with a dropdown menu), and "Country:". There are also checkboxes for "Gaming Skills:" (Team Work, Maturity, Practice, Dedication, Professionalism, Focus) and "Gender:" (Male, Female). A "Membership:" dropdown menu is also present. At the bottom of the registration section is a "Submit" button. A character in a futuristic suit is visible on the right side of the form.

7-BIT

Wanna Become Part of Our Community?

Already have an account?
Login Here

Gaming ID:

Password:

Login

Register Yourself Here

Name:

Gaming Name/ ID:

Region:

Country:

Gaming Skills: ☐ Team Work ☐ Maturity ☐ Practice ☐ Dedication
☐ Professionalism ☐ Focus

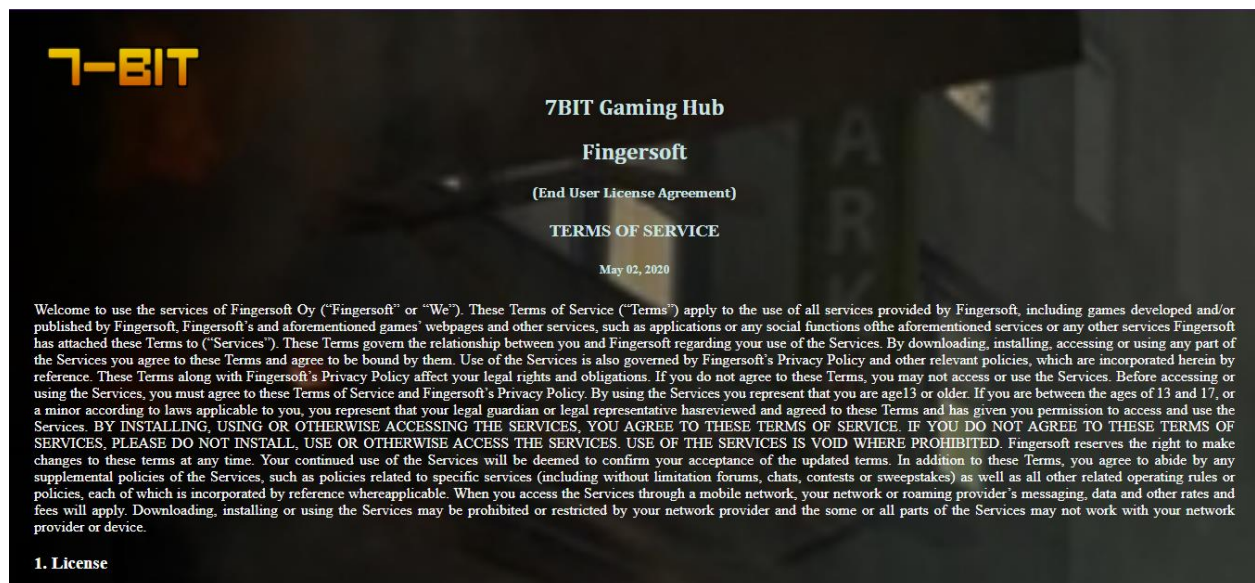
Gender: ☐ Male ☐ Female

Membership:

☐ Agree to Terms and Conditions

Submit

- **Terms and Conditions:**



The image shows a document titled "7BIT Gaming Hub Fingersoft (End User License Agreement) TERMS OF SERVICE". The date "May 02, 2020" is listed below the title. The document contains a welcome message and a detailed explanation of the terms of service, including a disclaimer of warranty and a statement of non-responsibility. The document is dated May 02, 2020.

7-BIT

7BIT Gaming Hub
Fingersoft
(End User License Agreement)
TERMS OF SERVICE
May 02, 2020

Welcome to use the services of Fingersoft Oy ("Fingersoft" or "We"). These Terms of Service ("Terms") apply to the use of all services provided by Fingersoft, including games developed and/or published by Fingersoft, Fingersoft's and aforementioned games' webpages and other services, such as applications or any social functions of the aforementioned services or any other services Fingersoft has attached these Terms to ("Services"). These Terms govern the relationship between you and Fingersoft regarding your use of the Services. By downloading, installing, accessing or using any part of the Services you agree to these Terms and agree to be bound by them. Use of the Services is also governed by Fingersoft's Privacy Policy and other relevant policies, which are incorporated herein by reference. These Terms along with Fingersoft's Privacy Policy affect your legal rights and obligations. If you do not agree to these Terms, you may not access or use the Services. Before accessing or using the Services, you must agree to these Terms of Service and Fingersoft's Privacy Policy. By using the Services you represent that you are age 13 or older. If you are between the ages of 13 and 17, or a minor according to laws applicable to you, you represent that your legal guardian or legal representative has reviewed and agreed to these Terms and has given you permission to access and use the Services. BY INSTALLING, USING OR OTHERWISE ACCESSING THE SERVICES, YOU AGREE TO THESE TERMS OF SERVICE. IF YOU DO NOT AGREE TO THESE TERMS OF SERVICES, PLEASE DO NOT INSTALL, USE OR OTHERWISE ACCESS THE SERVICES. USE OF THE SERVICES IS VOID WHERE PROHIBITED. Fingersoft reserves the right to make changes to these terms at any time. Your continued use of the Services will be deemed to confirm your acceptance of the updated terms. In addition to these Terms, you agree to abide by any supplemental policies of the Services, such as policies related to specific services (including without limitation forums, chats, contests or sweepstakes) as well as all other related operating rules or policies, each of which is incorporated by reference where applicable. When you access the Services through a mobile network, your network or roaming provider's messaging, data and other rates and fees will apply. Downloading, installing or using the Services may be prohibited or restricted by your network provider and the some or all parts of the Services may not work with your network provider or device.

1. License

• Team:

7-BIT

Here are Our Team Members

1. Sid Meier



Sidney K. Meier (/ˈmaɪər/ MIRE; born February 24, 1954) is a Canadian-American programmer, designer, and producer of several strategy video games and simulation video games, including the Civilization series. Meier co-founded MicroProse in 1982 with Bill Stealey and is the Director of Creative Development of Firaxis Games, which he co-founded with Jeff Briggs and Brian Reynolds in 1996. For his contributions to the video game industry, Meier was inducted into the Academy of Interactive Arts and Sciences Hall of Fame. He is very professional in his work.

2. Ron Gilbert

• Services:

7-BIT

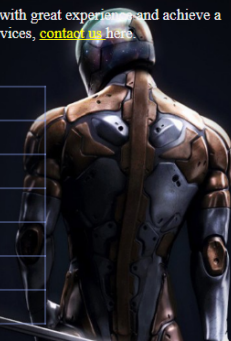
SERVICES WE PROVIDE

(We are here at your service)

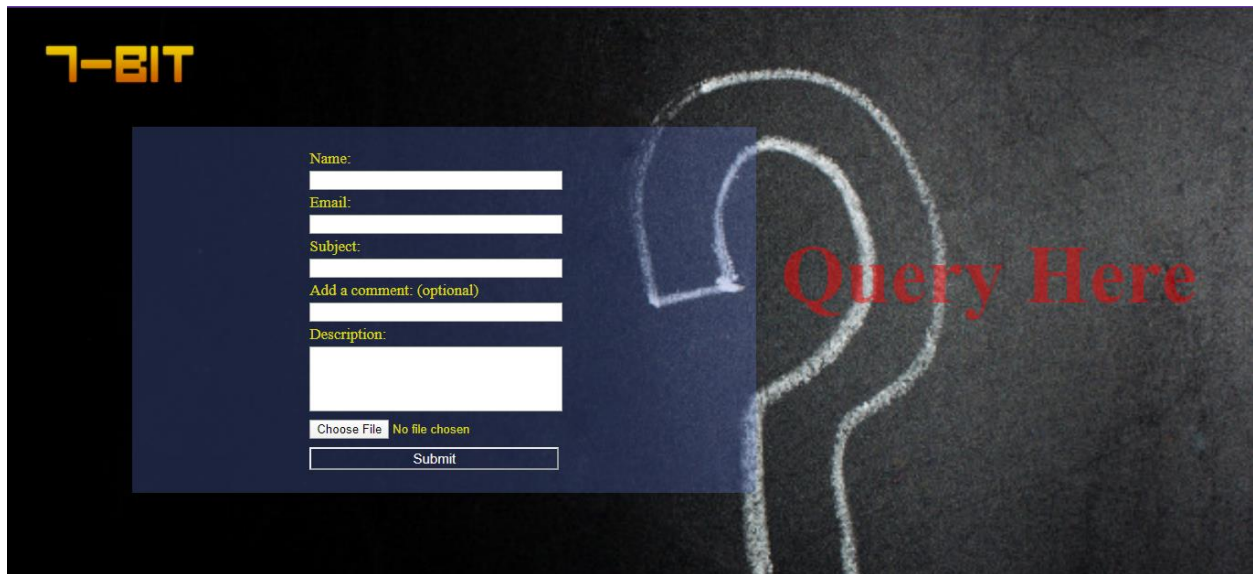
We provide services to develop games on your taste. We also judge, rate and classify games in different categories. We already did our tasks with great experience and achieve a name and fame in gaming community. Our achievements are the result of [our team](#) member's great effort and experience. If you want our services, [contact us here](#).

HERE ARE OUR SOME ACHIEVEMENTS

Gaming Studios	No. of Projects	Working over
Sony Computer Entertainment	Worked on 20 different projects	Over 10 years collaboration and still its part.
Nintendo	Worked on 7 different projects	Over 2 years collaboration and still its part.
Mojang	Worked on 12 different projects	Over 3 years collaboration and still its part.
Rockstar	Worked on 5 different projects	Over 6 years collaboration and still its part.
Epic Games	Worked on 15 different projects	Over 5 years collaboration and still its part.
EA	Worked on 6 different projects	Over 3 years collaboration and still its part.



- **Query:**



HTML & CSS Codes

1. Landing Page:

HTML Code:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title>7BIT Gaming Hub</title>
```

```
<link href="Landing Page.css" rel="stylesheet" type="text/css">
```

</head>

<body>

<!--This div is for logo-->

<div id="logo"> </div>

<div id="register"> <h6>

 Login / Register </h6> </div> <!--This div is for register button-->

<!--This div is for menu-->

<div id="menu">

<!--This is Parent Menu-->

 Home

 Games

<!--This is Child Menu-->

 Minecraft

 Fortnite

 Spore

 PUBG

 Call Of Duty

 GTA V

 League Of Legends

 Terms & Conditions

<!--This is Child Menu-->

 Read Here

 Our Team

 About Us

<!--This is Child Menu-->

 <a href="file:///C:/MY%20DATA/Study%20Material/Semester%201/CS
C101-
Introduction%20to%20ICT/Assignments/HTML/MY%20WEBSITE/Services.html"> Servi
ces

 Contact Us

 Follow Us On

<!--This is Sub-Child Menu-->

 Twitter

 Facebook

 Instagram

</div>

<!--This is welcome note-->

<h1>Welcome to Our World</h1>

<p>Get an Experience of Playing Multiple Games, become the part of 7BIT Gaming Community.</p>

<!--This is the query link-->

<p id="query"> Have a question? Query Here </p>

</body>

</html>

CSS Code:

```
body {background-image: url(https://wallpapercave.com/wp/wp3547123.jpg);  
      width: 100%;height: 100%; background-repeat: no-repeat; background-size: cover; position: relative; margin: 0%;}
```

```
#logo {width: 50%; height: 100px; background-color: transparent;float: left; position: relative; top: -10px; left: -10px;}
```

```
#logo img {width: 40%; height: 130px;}
```

```
#register {width: 20%; height: 100px; background-color: transparent; float: right; text-align: center; position: relative;}
```

```
#register img {width: 20%; height: 50px; position: absolute; top: 25px; left: 27%;}
```

```
#register h6 {position: absolute; left: 48%; top: -5px; font-size: 18px;}
```

```
#register h6 a {color: blanchedalmond; text-decoration: none;}
```

```
#menu {width: 70%; height: 30px; background-color: rgba(136, 106, 243, 0.356);
```

```
background-repeat: no-repeat; background-size: cover; float: right;}
```

```
h1 {text-align: center; color: rgb(255, 253, 253); text-shadow: lightcyan; position: absolute; left: 45%; top: 300px;
```

```
font-family:monospace; font-size: 50px;}
```

```
p {text-align: center; color: rgb(255, 253, 253); text-shadow: lightcyan; position: absolute; left: 45%; top: 373px;
```

```
font-family:monospace; font-size: 15px;}
```

```
#menu ul a {text-decoration: none; color: rgb(255, 255, 255); position: relative;}
```

```
#menu ul li {list-style: none; float: left; width: 19%; border: 2px solid transparent; text-align: center;
```

```
font-size: 20px;position: relative; top: -15px; left: -3%;}
```

```
#menu ul ul {display: none; width: 500%;}
```

```
#menu ul li:hover > ul {display: block; position: absolute; top: 42px;}
```

```
#menu ul ul a {color: white; font-size: 18px;}
```

```
#menu ul ul li {background-color:rgba(3, 150, 248, 0.199); float:none; }
```

```
#menu ul ul ul li {background-color: rgba(255, 255, 255, 0.192);position: relative; top: -43px; left: -24.6%;}
```

```
#query {position:absolute;top: 570px; left: 82%; }
```

```
#query a {color: white; }
```

2.Register/ Login:

HTML Code:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title> Login/ Register </title>
```

```
<link href="Register.css" rel="stylesheet" type="text/css">
```

```
</head>
```

```
<body>
```

```
<!--This div is for logo-->
```

```
<div id="logo">  </div>
```

```
<!--This div is for login form-->
```

```
<div id="login">
```

```
<form>
```

```
<h4> Already have an account? <br> Login Here </h4>
```

```
<p> Gaming ID: <input type="text"> </p>
```

```
<p> Password: <input type="password"> </p>
```

```
<button type="button"> Login </button>
```

```
</form>
```

```
</div>
```

```
<!--This div is to contain all content-->
```

```
<div id="content">
```

```
<form>
```

```
<!--This div is for regestration welcome note-->
<div id="regwel"> <h1> Wanna Become Part of <br> Our Community? </h1> <
/div>
```

```
<!--This div is for registration form-->
<div id="register">
```

```
<!--This div is for Registration Heading and form ajustment-->
<div id="adj"> <br> <h2> Register Yourself Here </h2> </div>
```

```
<!--This div is for text adjustment-->
<div id="textadj"> <br><br>
```

```
<div class="text"> Name: </div> <br>
<div class="text"> Gaming Name/ ID: </div> <br>
<div class="text"> Region: </div> <br>
<div class="text"> Country: </div> <br>
<div class="text"> Gaming Skills: </div> <br>
<div class="text"> Gender: </div> <br>
<div class="text"> Membership: </div> <br>
```

```
</div>
```

```
<!--This div is for field adjustment-->
<div id="fieladj"> <br><br>
```

```
<div class="field"> <input type="text"> </div> <br>
<div class="field"> <input type="text"> </div> <br>
```

```
<div class="field">
```

```
<select>
```

```
<option> Please Select Region </option>
```

```
<option> Africa </option>
```

```
<option> Asia </option>
```

```
<option> The Caribbean </option>
```

```
<option> Central America </option>
```

```
<option> Europe </option>
```

```
<option> North America </option>
```

```
<option> Oceania </option>
```

```
<option> South America </option>
```

```
</select>
```

```
</div> <br>
```

```
<div class="field"> <input type="text"> </div> <br>
```

```
<div id="checkbox">
```

```
<input type="checkbox"> Team Work
```

```
<input type="checkbox"> Maturity
```

```
<input type="checkbox"> Practice
```

```
<input type="checkbox"> Dedication <br>
```

```
<input type="checkbox"> Professionalism
```

```
<input type="checkbox"> Focus
```

</div>

<div id="radio">

<input type="radio"> Male

<input type="radio"> Female

</div>

<div class="field">

<select>

<option> Please Select an option </option>

<option> Basic </option>

<option> Standard </option>

<option> Premium </option>

</select>

</div>

<div id="TnC">

<input type="checkbox"> Agree to Terms and Conditions

</div>

```
</div> <br>
```

```
<!--Tis div is for submit button-->
```

```
<div id="submit"> <input type="Submit"> </div>
```

```
</div>
```

```
</form>
```

```
</div>
```

```
</body>
```

```
</html>
```

CSS Code:

```
body {color:whitesmoke ;background-image:  
url(https://wallpapercave.com/wp/wp3857882.png);
```

```
width: 100%; height: 100%; background-repeat: no-repeat; background-size:  
cover; margin: 0%;}
```

```
#logo {width: 50%; height: 102px; background-color: transparent; position: relative;  
top: -10px; left: -10px;}
```

```
#logo img {width: 40%; height: 130px;}
```

```
#content {width: 100%; height: 500px; background-color: transparent;}
```



```
#login {width: 25%; height: 150px; background-color: transparent; float: left;
position: absolute; top: -2%; left: 68%; text-align: right;}
```

```
#login p {color: red;}
```

```
#login p input {width: 60%; border: 1px solid red}
```

```
#regwel {width: 40%; height: 200px; background-color: transparent; float: right;
position: absolute; top: 35%; left: -5%;}
```

```
#regwel h1 {text-align: right; font-family:monospace; font-size: 40px; color:
rgba(240, 11, 11, 0.842);}
```

```
#register {width: 50%; height: 450px; background-color:transparent; position:
absolute; left: 30%; top 20%}
```

```
#adj {width: 100%; height: 50px; background-color:transparent; text-align: left;}
```

```
#adj h2 {position: relative; top: 0px; left: 35%;}
```

```
#textadj {width: 40%; height: 320px; background-color: transparent; float: left;}
```

```
.text {width: 100%; height: 30px; background-color: transparent; position: relative;
left: -3%; text-align: right;}
```

```
#fieldadj {width: 60%; height: 320px; background-color:transparent; float: left;}
```

```
.field {width: 100%; height: 30px; background-color: transparent;}
```

```
.field input {width: 70%; background-color:transparent; color: white;}
```

```
.field select {width: 40%; background-color:black; color: white; cursor: pointer;}
```

```
#submit {width: 100%; height: 30px; background-color: transparent; float: left;  
position: relative; top:70px;;}
```

```
#submit input {position: relative; left: 40%; font-size: 18px; width: 15%;  
background-color: transparent; color: rgb(231, 15, 15); cursor: pointer; border-radius:  
5px;}
```

```
#radio {position: relative; top: -9px;}
```

```
#TnC {width: 100%; height: 30px; background-color: transparent;}
```

```
#TnC a {color: white;}
```

```
button {width: 30%;color: red; background-color: transparent; font-size: 15px;  
border-radius: 5px; cursor:pointer; position: relative;top: -10px;}
```

3. Terms and Conditions:

HTML Code:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

<title>Terms and Conditions</title>

<link href="Terms and Conditions.css" rel="stylesheet" type="text/css">

</head>

<body>

<!--This div is for logo-->

<div id="logo"> </div>

<!--This is main heading-->

<h2> 7BIT Gaming Hub </h2>

<!--This heading is representing collaboration team-->

<h2> Fingersoft </h2>

<h4 id="agreementhead"> (End User License Agreement) </h4>

<h3 id="termshead"> TERMS OF SERVICE </h3>

<h5 id="date"> May 02, 2020 </h5>

<!--This div is to contain all content-->

<div id="content">

<!--These are the Terms and Conditionns-->

<p>

Welcome to use the services of Fingersoft Oy ("Fingersoft" or "We"). These Terms of Service ("Terms") apply to the use of all services provided by Fingersoft, including games developed and/or published by Fingersoft, Fingersoft's and aforementioned games' web pages and other services, such as applications or any social functions of the aforementioned services or any other services Fingersoft has attached these Terms to ("Services"). These Terms govern the relationship between you and Fingersoft regarding your use of the Services. By downloading, installing, accessing or using any part of the Services you agree to these Terms and agree to be bound by them. Use of the Services is also governed by Fingersoft's Privacy Policy and other relevant policies, which are incorporated herein by reference. These Terms along with Fingersoft's Privacy Policy affect your legal rights and obligations. If you do not agree to these Terms, you may not access or use the Services.

Before accessing or using the Services, you must agree to these Terms of Service and Fingersoft's Privacy Policy. By using the Services you represent that you are age 13 or older. If you are between the ages of 13 and 17, or a minor according to laws applicable to you, you represent that your legal guardian or legal representative has reviewed and agreed to these Terms and has given you permission to access and use the Services.

BY INSTALLING, USING OR OTHERWISE ACCESSING THE SERVICES, YOU AGREE TO THESE TERMS OF SERVICE. IF YOU DO NOT AGREE TO THESE TERMS OF SERVICES, PLEASE DO NOT INSTALL, USE OR OTHERWISE ACCESS THE SERVICES. USE OF THE SERVICES IS VOID WHERE PROHIBITED.

Fingersoft reserves the right to make changes to these terms at any time. Your continued use of the Services will be deemed to confirm your acceptance of the updated terms.

In addition to these Terms, you agree to abide by any supplemental policies of the Services, such as policies related to specific services (including without limitation forums, chats, contests or sweepstakes) as well as all other related operating rules or policies, each of which is incorporated by reference where applicable.

When you access the Services through a mobile network, your network or roaming provider's messaging, data and other rates and fees will apply. Downloading, installing or using the Services may be prohibited or restricted by your network provider and the some or all parts of the Services may not work with your network provider or device.

<h3> 1. License </h3>

Subject to you agreeing to these Terms and your continued compliance with these Terms and any other relevant policies, Fingersoft grants you a nonexclusive, nontransferable, nonsublicensable, revocable and limited license to access and use the Services for your own noncommercial entertainment purposes. You agree not to use the Services for any other purpose.

The Services are provided to you for your personal and noncommercial use only. You shall not sell, rent or give away your access to the Services, create Services accounts by using false identities or information, or on behalf of someone other than yourself. You shall not use the Services if you have previously been removed from using any part of the Services by Fingersoft, or previously been banned from playing any Fingersoft game.

You may be required or given the choice to create a user account and/or choose a user name for your use in the Services. Fingersoft reserves the right to remove or reclaim any usernames at any time and for any reason, including but not limited to claims by a third party that a username violates the third party's rights.

By default, the Services support only one player account per game on a supported device. Additionally, the Services may not support using a single account across multiple devices.

<h4> a. License Limitations </h4>

Your use of the Services is strictly tied to your compliance with these Terms. Any use of the Services in violation with these Terms is strictly prohibited and can result in the immediate revocation of your limited license and may subject you to liability towards Fingersoft or liability for violations of law.

You agree that you will not, under any circumstances:

use the Services for fraudulent or abusive purposes (including, without limitation, by using the Services to impersonate any person or entity, or otherwise misrepresent Fingersoft's affiliation with any person, entity or the Services); disguise, anonymize or hide your IP address or the source of any material or content that you upload into the Services; interfere with or disrupt the Services, servers or networks that provide the Services; attempt to decompile, reverse engineer, disassemble or hack any of the Services, or to defeat or overcome any of the encryption technologies or security measures or data transmitted, processed or stored by Fingersoft; post any information that is abusive, threatening, obscene, defamatory, libelous, or racially, sexually, religiously, or otherwise objectionable or offensive or engage in ongoing toxic behavior, such as by repeatedly posting information on an unsolicited basis; post any information that contains nudity, excessive violence

ce, or offensive subject matter or that contains a link to such content; attempt to, or harass, abuse, or harm, or advocate or incite harassment, abuse, or harm of another person, group, including Fingersoft's employees, including Fingersoft's customer service representatives; solicit or attempt to solicit login information or any other login credentials or personal information from other users of the Services; 'harvest', 'scrape', collect or post any information about or regarding other people that use the Services, including, but not limited to any personal data or information (including but not limited to 'pixel tags' cookies, graphics interchange formats ('gifs') or similar items a.k.a 'spyware' or 'pcms' (passive collection mechanisms); disrupt the normal flow of a game or otherwise act in a manner that is likely to negatively affect other players' ability to compete fairly when playing the games; institute, assist, or become involved in any type of attack, including without limitation distribution of a virus, denial of service attacks upon the Services, or other attempts to disrupt the Services or any other person's use or enjoyment of the Services; disobey any requirements or regulations of any network connected to the Services; circumvent technological measures designed to control access to, or elements of, the Services; do anything else that Fingersoft deems not to be within the spirit of fair play or intent of the Services. You acknowledge and agree that you are solely responsible for your actions in the Services and actions made in the Services using your player account. Fingersoft reserves the right to determine what conduct it considers to be in violation of these Terms or other rules of the Services, or otherwise outside the intent or spirit of these Terms of Service or the Service itself. Fingersoft reserves the right to take action as a result, which may include terminating your access to the Services in whole or in part.

<h3> 2. Suspension and Termination of Account and Service </h3>

WITHOUT LIMITING ANY OTHER REMEDIES, FINGERSOFT MAY LIMIT, SUSPEND, TERMINATE, MODIFY, OR DELETE PLAYER ACCOUNTS OR ACCESS TO THE SERVICES OR PORTIONS THEREOF IF YOU ARE, OR FINGERSOFT SUSPECTS THAT YOU ARE, FAILING TO COMPLY WITH ANY OF THESE TERMS OR FOR ANY ACTUAL OR SUSPECTED ILLEGAL OR IMPROPER USE OF THE SERVICES, WITH OR WITHOUT NOTICE TO YOU. YOU CAN LOSE YOUR USER NAME AND PERSONA IN THE SERVICES AS A RESULT OF ACCOUNT TERMINATION OR LIMITATION, AS WELL AS ANY BENEFITS, PRIVILEGES, EARNED ITEMS AND PURCHASED ITEMS ASSOCIATED WITH YOUR USE OF THE SERVICES, AND FINGERSOFT IS UNDER NO OBLIGATION TO COMPENSATE YOU FOR ANY SUCH LOSSES OR RESULTS. WITHOUT LIMITING OUR OTHER REMEDIES, FINGERSOFT MAY LIMIT, SUSPEND OR TERMINATE THE SERVICES AND PORTIONS THEREOF, PROHIBIT ACCESS TO SERVICES' GAMES AND SITES, AND THEIR CONTENT, SERVICES AND TOOLS, DELAY OR REMOVE HOSTED CONTENT, AND TAKE TECHNICAL AND LEGAL STEPS TO PREVENT USERS FROM ACCESSING THE SERVICES IF FINGERSOFT BELIEVES THAT TH

E USERS ARE CREATING RISK OR POSSIBLE LEGAL LIABILITIES, INFRINGING THE INTELLECTUAL PROPERTY RIGHTS OF THIRD PARTIES, OR ACTING INCONSISTENTLY WITH THE LETTER OR SPIRIT OF THESE TERMS OR OTHER POLICIES. ADDITIONALLY, FINGERSOFT MAY, IN APPROPRIATE CIRCUMSTANCES AND AT ITS SOLE DISCRETION, SUSPEND OR TERMINATE ACCOUNTS OF USERS WHO FINGERSOFT BELIEVES MAY BE REPEAT INFRINGERS OF THIRD-PARTY INTELLECTUAL PROPERTY RIGHTS.

FINGERSOFT RESERVES THE RIGHT TO TERMINATE ANY ACCOUNT THAT HAS BEEN INACTIVE FOR 180 DAYS.

Fingersoft reserves the right to stop offering and/or supporting the Services or a particular game or part of the Services at any time, at which point your license to use the Services or a part thereof will be automatically terminated. In such event, Fingersoft shall not be required to provide refunds, benefits or other compensation to users in connection with such discontinued Services. Termination of your account can include disabling your access to the Services or any part thereof including any content you submitted or others submitted. You may terminate your account at any time and for any reason by contacting our customer support at support@fingersoft.com or by using the in-game "contact support" function available in some games.

<h3> 3. Third-Party Services and Material </h3>

The Services may contain links to websites or services operated by third parties or feature content which is made available by thirdparty services and enable you to access and use certain thirdparty services (such as video sharing services). Use of any websites or services operated by third parties, thirdparty services and/or content in thirdparty services shall be, in addition to these Terms, subject to the relevant thirdparty service provider's terms and conditions applicable to use of such thirdparty services or the applicable license(s) under which any such content is made available. Fingersoft assumes no responsibility for such third-party services and/or content in third-party services.

These Terms shall be in addition to (and take precedence over where not prohibited) any terms and conditions, applicable to the distribution platform (such as an application store including e.g. Apple App Store, Google Play or Microsoft Store) through which you are acquiring the Services, agreed to between you and the relevant third-party entity.

<h3> 4. Ownership </h3>

<h4> a. Intellectual Property Rights </h4>

All rights, title and interest in and to the Services (including without limitation any game s, titles, computer code, themes, objects, characters, names, dialogue, catch phrases, c oncepts, artwork, animations, sounds, musical compositions, audiovisualeffects, moral ri ghts, documentation, ingame chat transcripts, recording of games played using Fingers oft's game clients and Fingersoft's game clients and server software) ("Fingersoft Prope rty") are owned by or licensed to Fingersoft, subject to copyright and other intellectual property rights under Finnish and foreign laws and international conventions. Fingersoft reserves all rights, including without limitation,all intellectual property rights or other pr oprietary rights, in connection with its games and the Service. Except as expressly provi ded in the Terms, Fingersoft does not grant any express or implied rights to the Fingers oft Property.

<h4> b. Accounts </h4>

YOU ACKNOWLEDGE AND AGREE THAT YOU SHALL HAVE NO OWNERSHIP OR OTHER PROPERTY INTEREST IN ANY SERVICES ACCOUNT, AND YOU FURTHER ACKNOWLEDG E AND AGREE THAT ALL RIGHTS IN AND TO THE ACCOUNT ARE AND SHALL FOREVER BE OWNED BY AND INURE TO THE BENEFIT OF FINGERSOFT.

<h4> c. Virtual Items </h4>

Fingersoft owns, has licensed, or otherwise has rights to use all of the content that app ears in the Services. Notwithstanding any provision to the contrary herein, you agree th at you have no right or title in or to any content that appears in the Services, including without limitation the virtual goods or currency appearing or originating in any part of t he Services, whether earned in a game or purchased, or any other attributes associated with an account or stored on the Services.

<h3> 5. User Content </h3>

"User Content" means any communications, images, sounds, and all the material, data, and information that you upload or transmit to the Services, or that other users upload

or transmit, including without limitation, any chat text. By transmitting or submitting any User Content while using the Services, you affirm, represent and warrant that such transmission or submission is (a) accurate and not confidential or misleading; (b) not in violation of any laws, contractual restrictions or other third party rights, and that you have permission from any third party whose personal information or intellectual property is comprised in the User Content; (c) free of viruses, adware, spyware, worms or other malicious code; and (d) you acknowledge and agree that any of your personal information within such content will at all times be processed by Fingersoft in accordance with its Privacy Policy.

Fingersoft assumes no responsibility for the conduct of any user submitting any User Content, and assumes no responsibility for monitoring the Services for inappropriate content or conduct. Fingersoft does not, and cannot, pre-screen or monitor all User Content. Your use of the Services is at your own risk. By using the Services, you may be exposed to User Content that is offensive, indecent or otherwise not in line with your expectations. You bear all risks associated with the use of any User Content available in connection with the Services. At our discretion, our representatives or technology may monitor and/or record your interaction with the Services or communications (including without limitation chat text) when you are using the Service.

By agreeing to these Terms, you hereby provide your irrevocable consent to such monitoring and recording. You acknowledge and agree that you have no expectation of privacy concerning the transmission of any User Content, including without limitation chat text or voice communications.

Fingersoft reserves the right in its sole discretion to review, monitor, prohibit, edit, delete, disable access to or otherwise make unavailable any User Content (including without limitation your User Content) without notice for any reason or for no reason at any time. If at any time Fingersoft chooses, in its sole discretion, to monitor the Services, Fingersoft nonetheless assumes no responsibility for User Content and assumes no obligation to modify or remove any inappropriate User Content. Fingersoft has the right, but not the obligation, in its sole discretion to edit, refuse to post, or remove any User Content.

<h4> a. Public Discourse </h4>

The Services may include various forums, blogs and chat features where you can post User Content, including your observations and comments on designated topics. Fingersoft cannot guarantee that other members will not use the ideas and information that you share. Therefore, if you have an idea or information that you would like to keep confidential and/or don't want others to use, do not post it on the Services. Fingersoft shall have

no responsibility to evaluate, use or compensate you for any ideas or information you may choose to submit.

<h4> b. Responsible for Your Own Content </h4>

You are solely responsible for the information that you post on, through or in connection with the Services and that you provide to others. Fingersoft may reject, refuse to post or delete any User Content for any or no reason, including, but not limited to, User Content that in the sole judgment of Fingersoft violates these Terms.

<h4> c. Your License to Fingersoft </h4>

You hereby grant to Fingersoft an unlimited, irrevocable, perpetual, transferable, fully paid up, royalty free, worldwide license (including the right to sublicense and assign to third party) and right to copy, reproduce, fix, adapt, modify, create derivative works from, manufacture, commercialize, publish, distribute, sell, license, sublicense, commercially exploit, transfer, lease, transmit, publicly display, publicly perform, or provide access to electronically, broadcast, communicate to the public by telecommunication, display, perform, enter into computer memory, and use and practice, in any way, your User Content as well as all modified and derivative works thereof in connection with our provision of the Services, including marketing and promotions of the Services. You also hereby grant to Fingersoft the right to authorize others to exercise any of the rights granted to Fingersoft under these Terms. You further hereby grant to Fingersoft the unconditional, irrevocable right to use and exploit your name, likeness and any other information or material included in any User Content and in connection with any User Content, without any obligation to you. Except as prohibited by law, you waive any rights of attribution and/or any moral rights you may have in your User Content, regardless of whether your User Content is altered or changed in any manner. Fingersoft does not claim any ownership rights in your User Content and nothing in these Terms is intended to restrict any rights that you may have to use and exploit your User Content. Fingersoft has no obligation to monitor or enforce your intellectual property rights in or to your User Content.

<h4> d. User Interactions </h4>

You are solely responsible for your interactions with other users of the Services and any other parties with whom you interact through the Services. Fingersoft reserves the right, but has no obligation, to become involved in any way with these disputes. You will fully cooperate with Fingersoft to investigate any suspected unlawful, fraudulent or improper activity.

If you have a dispute with one or more users, you release Fingersoft (and its officers, directors, agents, affiliates, parent companies, subsidiaries, joint ventures and employees) from claims, demands and damages (actual and consequential) of every kind and nature, known and unknown, arising out of or in any way connected with such disputes.

<h4> e. Social Media and Game Content </h4>

With the limitations set in these Terms, you have the right to upload captions (such as audio, video and screenshots) of the Services to social media services (such as Facebook), online video services (such as YouTube), online picture sharing services (such as Instagram). All such material must be uploaded without editing them in a way that misrepresents the Services or any games included in the Services.

<h3> 6. Fees and Purchase Terms </h3>

<h4> a. Purchases </h4>

In the Services you may purchase, with "real world" money, a limited, personal, non-transferable, nonsublicensable, revocable license to use (a) "virtual currency", including but not limited to virtual cash or gems, all for use in the Services; and (b) "virtual in-game items" (together with "virtual currency", "Virtual Items"). You are only allowed to purchase Virtual Items from us or our authorized partners through the Services, and not in any other way.

Fingersoft may manage, regulate, control, modify or eliminate Virtual Items at any time, with or without notice. Fingersoft shall have no liability to you or any third party in the event that Fingersoft exercises any such rights.

The transfer of Virtual Items is explicitly prohibited. You shall not sell, purchase, redeem or otherwise transfer Virtual Items to any person or entity or attempt any of the afore said, including but not limited to Fingersoft, another user or any third party.

ALL PURCHASES AND REDEMPTIONS OF VIRTUAL ITEMS MADE THROUGH THE SERVICE ARE FINAL AND NON-REFUNDABLE.

The provision of Virtual Items for use in Fingersoft games is a service provided by Fingersoft that commences immediately upon acceptance by Fingersoft of your purchase.

<h4> b. Payment of Fees </h4>

You agree to pay all fees and applicable taxes incurred by you or anyone using an account registered to you. Fingersoft may revise the pricing for the goods and services offered through the Services at any time. YOU ACKNOWLEDGE THAT FINGERSOFT IS NOT REQUIRED TO PROVIDE A REFUND FOR ANY REASON, AND THAT YOU WILL NOT RECEIVE MONEY OR OTHER COMPENSATION FOR UNUSED VIRTUAL ITEMS WHEN AN ACCOUNT IS CLOSED, WHETHER SUCH CLOSURE WAS VOLUNTARY OR INVOLUNTARY.

<h3> 7. Updates to the Service </h3>

You understand that the Services are constantly changing and evolving. Fingersoft may require that you accept updates to the Services, such as via installing updates to game clients installed on your device. You acknowledge and agree that Fingersoft may update the Services, with or without notifying you. You may need to update third party software or your device hardware from time to time in order to access and use the Services.

<h3> 8. Beta tests </h3>

Fingersoft may offer to you a chance to participate in beta tests (open or closed) of certain parts of the Services. Your participation into such beta tests may be subject to a separate non-disclosure agreement and/or supplemental policies.

By applying to and/or participating in beta tests you acknowledge and accept that:

Due to the unfinished and experimental nature of the beta tested parts of the Services Fingersoft may not provide any customer service or assistance regarding such parts of the Services. The parts of the Services being beta tested may be nonfunctional on some devices regardless of their listed hardware or software requirements or specifications.

Any in-app purchases, items, equipment, experience points, in-game currency and other such content may be periodically reset by Fingersoft during the course of the beta tests. Fingersoft offers no refunds for any such lost content.

Any feedback or idea submitted by you to Fingersoft regarding the beta tested parts of the Services may be utilized by Fingersoft without any compensation to you. By submitting or creating any material, content (such as in-game user-created content) or feedback regarding the beta tested parts of the Services you grant to Fingersoft an unlimited, sublicenseable, fully paid up, nonexclusive and transferable license to utilize such material, content and/or feedback in its business.

Your application to participate in beta tests does not entitle you to be invited to, or to participate in any beta test offered by Fingersoft.

<h3> 9. Personal data and Security </h3>

Fingersoft's use of your personal data is governed by Fingersoft Privacy Policy. You approve to processing your personal data in accordance with the Fingersoft Privacy Policy by downloading, installing, accessing or using the Services.

Fingersoft shall take appropriate measures to prevent unauthorized access to, improper use of and the reasonable accuracy of your personal data submitted to Fingersoft via the Services. We use various technologies, including, in certain instances, encryption, to ensure the high security standards. Any data that is stored on Fingersoft servers is not generally available to the public. However, the use of internet services always includes security risks.

<h3> 10. Disclaimer of Warranties </h3>

WITHOUT LIMITING FINGERSOFT'S LIABILITY UNDER SECTION 11 BELOW, THE SERVICES ARE PROVIDED ON AN "AS IS" AND "AS AVAILABLE" BASIS FOR YOUR USE, WITHOUT WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-

INFRINGEMENT, AND THOSE ARISING FROM COURSE OF DEALING OR USAGE OF TRADE. FINGERSOFT DOES NOT WARRANT THAT YOU WILL BE ABLE TO ACCESS OR USE THE SERVICES AT THE TIMES OR LOCATIONS OF YOUR CHOOSING; THAT THE SERVI

CE WILL BE UNINTERRUPTED OR ERROR-FREE; THAT DEFECTS WILL BE CORRECTED; OR THAT THE GAME OR THE SERVICE ARE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS.

Some jurisdictions do not allow the exclusion of certain warranties. Accordingly, some of the above disclaimers may not apply to you.

<h3> 11.Limitation of Liability; Sole and Exclusive Remedy; Indemnification </h3>

TO THE MAXIMUM EXTENT PERMITTED BY LAW, FINGERSOFT SHALL NOT BE LIABLE TO YOU FOR ANY INDIRECT, INCIDENTAL, CONSEQUENTIAL, SPECIAL, PUNITIVE OR OTHER SIMILAR DAMAGES, INCLUDING BUT NOT LIMITED TO LOSS OF REVENUES, LOST PROFITS, LOST DATA OR BUSINESS INTERRUPTION OR OTHER INTANGIBLE LOSSES (HOWEVER SUCH LOSSES ARE QUALIFIED), ARISING OUT OF OR RELATING IN ANY WAY TO THESE TERMS OR THE SERVICES, WHETHER BASED ON CONTRACT, TORT OR ANY OTHER LEGAL THEORY, AND WHETHER OR NOT FINGERSOFT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE EXTENT NOT PROHIBITED BY LAW, FINGERSOFT SHALL NOT BE LIABLE TO YOU FOR MORE THAN THE AMOUNT YOU HAVE PAID TO FINGERSOFT IN ACCORDANCE WITH THESE TERMS IN THE SIX (6) MONTHS IMMEDIATELY PRECEDING THE DATE ON WHICH YOU FIRST ASSERT A CLAIM. YOU ACKNOWLEDGE AND AGREE THAT IF YOU HAVE NOT PAID ANYTHING TO FINGERSOFT DURING SUCH TIME PERIOD, YOUR SOLE REMEDY (AND FINGERSOFT'S EXCLUSIVE LIABILITY) FOR ANY DISPUTE WITH FINGERSOFT IS TO STOP USING THE SERVICES AND TO CANCEL YOUR ACCOUNT.

NOTHING IN THESE TERMS SHALL AFFECT THE STATUTORY RIGHTS OF ANY CONSUMER OR EXCLUDE OR RESTRICT ANY LIABILITY RESULTING FROM GROSS NEGLIGENCE OR WILLFUL MISCONDUCT OF FINGERSOFT OR FOR DEATH OR PERSONAL INJURY ARISING FROM ANY NEGLIGENCE OR FRAUD OF FINGERSOFT.

You agree to indemnify, defend and hold Fingersoft (and Fingersoft's officers, directors, agents, affiliates, subsidiaries, parent companies, joint ventures and employees) harmless from any claim, demand, damages or other losses, including reasonable attorneys' fees, asserted by any thirdparty resulting from or arising outof your use of the Services, or any breach by you of these Terms, however the foregoing does not apply if the infringement of rights is not attributable to your intentional or negligent behavior.

<h3> 12. Dispute Resolution and Law </h3>

If a dispute arises between you and Fingersoft, we strongly encourage you to first contact our customer support at support@fingersoft.com to seek a resolution. All disputes between you and Fingersoft shall be governed by the laws of Finland, without regard to conflict of law provisions. You agree that any claim or dispute you may have against Fingersoft must be resolved exclusively by a court located in Helsinki, Finland.

The above paragraph does not limit your statutory rights. Consumer protection legislation applicable to you may allow you to bring your claim or dispute to a different court.

If you are a resident of the European Union, you may have the right to bring your claim or dispute to an Online Dispute Resolution body. More information on this can be found at <https://ec.europa.eu/consumers/odr/main/?event=main.home2.show>.

<h3> 13. Severability </h3>

You and Fingersoft agree that if any portion of these Terms, Fingersoft's Privacy Policy or any supplemental terms are found illegal or unenforceable, in whole or in part by any court of competent jurisdiction, such provision shall, as to such jurisdiction, be ineffective solely to the extent of such determination of invalidity or unenforceability without affecting the validity or enforceability thereof in any other manner or jurisdiction and without affecting the remaining provisions of the terms, which shall continue to be in full force and effect.

<h3> 14. General Provisions </h3>

<h4> a. Assignment </h4>

Fingersoft may assign or delegate these Terms and/or the Fingersoft Privacy Policy, in whole or in part, to any person or entity at any time with or without your consent. You may not assign or delegate any rights or obligations under the Terms or the Privacy Policy without Fingersoft's prior written consent.

<h3> 15. Supplemental Policies </h3>

Fingersoft may publish additional or supplementary policies or terms related to specific services such as forums, contests or loyalty programs. Your right to use such services is subject to those specific policies and these Terms.

<h3> 16. Entire Agreement </h3>

These Terms, the Fingersoft Privacy Policy any additional or supplemental policies and any documents expressly incorporated by reference herein, contain the entire understanding of you and Fingersoft, and supersede all prior understandings of the parties hereto relating to the subject matter hereof, whether electronic, oral or written, or whether established by custom, practice, policy or precedent, between you and us with respect to the Services.

<h3> 17. Region-specific terms </h3>

Effective January 1, 2020 applying to California residents: California Consumer Privacy Act requires that Fingersoft maintains a separate web page that allows you to opt out of the sale of your personal information. As Fingersoft does not track you between its services, please check each individual Fingersoft service you have used to find out how to adjust your privacy settings in that service. Please note that Fingersoft does not sell your personal information to third parties without your prior consent (opt-in).

<h4> a. No Waiver </h4>

The failure of Fingersoft to require or enforce strict performance by you of any provision of these Terms or the Fingersoft Privacy Policy or failure to exercise any right under them shall not be construed as a waiver or relinquishment of Fingersoft's right to assert or rely upon any such provision or right in that or any other instance.

The express waiver by Fingersoft of any provision, condition, or requirement of these Terms or the Fingersoft Privacy Policy shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement.

Except as expressly and specifically set forth in these Terms, no representations, statements, consents, waivers, or other acts or omissions by Fingersoft shall be deemed a modification of these Terms nor legally binding, unless documented in physical writing, hand signed by you and a duly appointed officer of Fingersoft.

<h4> b. Notices </h4>

We may notify you via the Services or any other communications means to contact information you provide to us. All notices given by you or required from you under these Terms or the Fingersoft Privacy Policy shall be in writing and addressed to: Fingersoft Oy. Attn: Legal, Aleksanterinkatu 46, 90100 Oulu, Finland. Any notices that you provide without compliance with this Section on Notices shall have no legal effect.

<h4> c. Equitable Remedies </h4>

You acknowledge that the rights granted and obligations made under these Terms to Fingersoft are of a unique and irreplaceable nature, the loss of which shall irreparably harm Fingersoft and which cannot be replaced by monetary damages alone so that Fingersoft shall be entitled to injunctive or other equitable relief (without the obligations of posting any bond or surety or proof of damages) in the event of any breach or anticipatory breach by you.

You irrevocably waive all rights to seek injunctive or other equitable relief, or to enjoin or restrain the operation of the Services, exploitation of any advertising or other materials issued in connection therewith, or exploitation of the Services or any content or other material used or displayed through the Services and agree to limit your claims to claims for monetary damages, limited by Section 11 (if any).

<h4> d. Force Majeure </h4>

Fingersoft shall not be liable for any delay or failure to perform resulting from causes outside the reasonable control of Fingersoft, including without limitation any failure to perform hereunder due to unforeseen circumstances or cause beyond Fingersoft's control such as acts of God, war, terrorism, riots, embargoes, acts of civil or military authorities, fire, floods, accidents, strikes, or shortages of transportation facilities, fuel, energy, labor or materials.

<h4> In a Collaboration with </h4>

<h3> Fingersoft Oy </h3>

Business ID: 2761930-5

Address: Aleksanterinkatu 4-6 2, 90100 Oulu, Finland

Email: support@fingersoft.com

www.fingersoft.com

</p>

</div>

</body>

</html>

CSS Code:

```
body {color:white;background-image:
url(https://img.wallpapersafari.com/desktop/1680/1050/2/56/NGmsB6.jpg);
width: 100%; height: 100%; background-repeat: no-repeat; background-size: cover;
margin: 0%;}
```

```
#logo {width: 100%; height: 70px; background-color: transparent; position: relative;
top: -10px; left: -10px;}
```

```
#logo img {width: 20.25%; height: 130px;}
```

```
h2 {color: rgb(202, 228, 228);text-align: center; font-family: Cambria, Cochin, Georgia, Times, 'Times New Roman', serif}
```

```
#agreementhead {color: rgb(202, 228, 228);text-align: center; font-family: Cambria, Cochin, Georgia, Times, 'Times New Roman', serif;}
```

```
#termshead {color: rgb(202, 228, 228);text-align: center;}
```

```
#date {color: rgb(202, 228, 228);text-align: center;}
```

```
#content {width: 96%; height: 100%; background-color: transparent; margin: 2%; text-align: justify;}
```

4. Team

HTML Code:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title> Our Team </title>
```

```
<link href="Team.css" rel="stylesheet" type="text/css">
```

</head>

<body>

<!--This div is for logo-->

<div id="logo"> </div>

<!--This div is to contain all content-->

<div id="content">

<!--This is main heading of Page-->

<h1>Here are Our Team Members</h1>

<!--This is 1st Member-->

<h2> 1. Sid Meier </h2>

<p>

Sidney K. Meier (/ 'maɪər/ MIRE; born February 24, 1954) is a CanadianAmerican programmer, designer, and producer of several strategy video games and simulation video games, including the Civilization series.

Meier cofounded MicroProse in 1982 with Bill Stealey and is the Director of Creative Development of Firaxis Games, which he cofounded with Jeff Briggs and Brian Reynolds in 1996. For his contributions to the video game industry, Meier was inducted into the Academy of Interactive Arts and Sciences Hall of Fame. He is very professional in his work.

</p>

<!--This is 2nd Member -->

<h2> 2. Ron Gilbert </h2>

<p>

Ron Gilbert is an American videogame designer, programmer, and producer. His games are generally focused on interactive storytelling, and he is arguably best known for his work on several LucasArts adventure games, including Maniac Mansion and the first two Monkey Island games.

While a student in 1983, he cowrote Graphics BASIC and he then worked on action games for HESware, which went out of business. He afterwards joined Lucasfilm Games (later LucasArts), and was given the opportunity to develop his own games. He invented SCUMM, a technology used in many subsequent games. After leaving LucasArts, Gilbert cofounded the children's gaming company Humongous Entertainment in 1992 and its sister company Cavedog Entertainment in 1995, where, he produced games such as Total Annihilation for adults.

He cofounded Hulabee Entertainment with Shelley Day, releasing children's games between 2001 and 2003. After working with Beep Games between 2004 and 2007, he was creative director at Vancouver-based Hothead Games development studio between 2008 and 2010, also doing some work for Telltale Games and with Penny Arcade. In 2013, he announced that he would move on from Double Fine Productions, after releasing the game The Cave with them. In 2017, he announced Thimbleweed Park with Terrible Toybox, serving as writer, designer, and programmer since 2014.

</p>

<!--This is 3rd Member -->

<h2> 3. Goichi Suda </h2>

<p>

Goichi Suda (須田 剛一

Suda Gōichi, born January 2, 1968), commonly known by the nickname Suda51, is a Japanese video game designer, writer and director. He is the founder and CEO of Grasshopper Manufacture, which has produced some of his most recognized work including The Silver Case, Flower, Sun, and Rain, killer7, and the No More Heroes series. Suda is from Nagano Prefecture in Japan, moving to Tokyo at the age of 18 and eventually being hired as a designer at Human Entertainment after having a number of other jobs including as an undertaker. After leaving Human Entertainment, he founded Grasshopper Manufacture and worked on their debut title The Silver Case as writer, director and designer. The Silver Case helped establish both Suda and his company in Japan, but Suda and Grasshopper gained international attention with the release of killer7, Suda's first title to be released outside Japan.

Alongside his more recognizable work, both he and his studio have developed other video game projects in collaboration with outside studios, including original titles such as Guild01 and Fatal Frame: Mask of the Lunar Eclipse; and licensed projects related to anime series such as Blood+, Samurai Champloo and the Short Peace project. Since No More Heroes, Suda has taken a more managerial role within his company, although he continues contributing to several projects including Killer Is Dead. Suda's own work is characterized by a focus on themes of crime and the clash of people with different ideals. While his early works adopted a serious tone, his later projects incorporated elements of humor — Suda has stated that he enjoys alternating between dark and comedic projects. Aspects of his work have been influenced by film and literature, with one of his favorite authors being Franz Kafka.

</p>

<!--This is 4th Member -->

<h2> 4. Markus Persson </h2>

<p>

Markus Alexej Persson (Swedish: [ˈmǎːrːkəs ˈpæːsɔn] (About this soundlisten); born 1 June 1979),[2] better known as Notch, is a Swedish video game programmer and designer. He is best known for creating the sandbox video game Minecraft and for founding the video game company Mojang in 2010, alongside Carl Manneh and Jakob Porser.

Persson's principal venture for founding Mojang was Minecraft which gained popularity and support since its tech demo in 2009. Since then, he has gained significant notability within the video game industry, winning multiple awards and establishing relations with the industry's figureheads.[4] He retained his position as the lead designer of Minecraft until the game's official launch in 2011, after which he transferred creative authority to Jens Bergensten.[5] In November 2014, he left Mojang after its acquisition by Microsoft for \$2.5 billion.[6] Microsoft eventually dissociated from Persson following controversial comments regarding topics such as race and gender on his Twitter account.

</p>

</div>

</body>

</html>

CSS Code:

```
body {color: rgb(238, 214, 214) ;background-image:
url(https://www.elsetge.cat/myimg/f/225-2253433_cs-go.jpg);
```

```
width: 100%; height: 100%; background-repeat: no-repeat; background-size:
cover; margin: 0%;}
```

```
#logo {width: 100%; height: 76px; background-color: transparent; position: relative;
top: -10px; left: -10px}
```

```
#logo img {width: 20.25%; height: 130px;}
```

```
img {width: 13%; height: 201px;}
```

```
h1 {text-align: center; font-family:'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS',
sans-serif}
```

```
#content {width: 96%; height: 100%; background-color: transparent; margin: 2%;
text-align: justify;}
```

5.Services:

HTML Code:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title> Our Services </title>
```

```
<link href="Services.css" rel="stylesheet" type="text/css">
```


</head>

<body>

<!--This div is for logo-->

<div id="logo"> </div>

<!--This div is to contain all content-->

<div id="content">

<h1> SERVICES WE PROVIDE </h1>

<p id="subhead"> (We are here at your service) </p>

<p>

We provide services to develop games on your taste. We also judge, rate and classify games in different categories.

We already did our tasks with great experience and achieve a name and fame in gaming community. Our achievements are the result of

our team member's great effort and experience. If you want our services, contact us here.

</p>

<h3> HERE ARE OUR SOME ACHIEVEMENTS </h3>

<!--This is the achievement table-->

<table>

<tr id="head">

<th> Gaming Studios </th>

<th> No. of Projects </th>

<th> Working over </th>

</tr>

<tr>

<th> Sony Computer Entertainment </th>

<td> Worked on 20 different projects </td>

<td> Over 10 years collaboration and still its part. </td>

</tr>

<tr>

<th> Nintendo </th>

<td> Worked on 7 different projects </td>

<td> Over 2 years collaboration and still its part. </td>

</tr>

<tr>

<th> Mojang </th>

<td> Worked on 12 different projects </td>

<td> Over 3 years collaboration and still its part. </td>

</tr>

<tr>

<th> Rockstar </th>

<td> Worked on 5 different projects </td>

<td> Over 6 years collaboration and still its part. </td>

</tr>

<tr>

<th> Epic Games </th>

<td> Worked on 15 different projects </td>

<td> Over 5 years collaboration and still its part. </td>

</tr>

<tr>

<th> EA </th>

<td> Worked on 6 different projects </td>

<td> Over 3 years collaboration and still its part. </td>

</tr>

</table>

</div>

</body>

</html>

CSS Code:

```
body {background-image: url(https://cdn.wallpapersafari.com/12/36/U2hmue.jpg);  
      width: 100%;height: 100%; background-repeat: no-repeat; background-size: cover;  
      position: relative; margin: 0%;}
```

```
#logo {width: 100%; height: 85px; background-color: transparent; position: relative;  
      top: -10px; left: -10px}
```

```
#logo img {width: 20%; height: 130px;}
```

```
#content {width: 96%; height: 450px; background-color: transparent; margin: 2%;  
          color: whitesmoke;}
```

```
h1 {position: relative; top: 15px; text-align: center; font-family:cursive}
```

```
#subhead {text-align: center; font-size: 18px; font-family:'Courier New', Courier, monospace;}
```

```
p {margin: 3%; font-size: 17px;}
```

```
h3 {color: rgb(196, 28, 28);margin-top: -2%; text-align: center; font-family:'Trebuchet MS', 'Lucida Sans Unicode', 'Lucida Grande', 'Lucida Sans', Arial, sans-serif; position: relative; left: -75px;}
```

```
#content a {color: yellow;}
```

```
table {text-align: left; border: 2px solid rgba(136, 158, 231, 0.377); width: 70%; line-height: 25px; border-collapse: collapse; position: relative; left: 10%; top: -7px; }
```

```
#head {text-align: center;}
```

```
th {border: 2px solid rgba(136, 158, 231, 0.377); font-size: 18px; padding: 5px; font-family: monospace;}
```

```
td {border: 2px solid rgba(136, 158, 231, 0.377); margin: 2%;}
```

6. Query:

HTML Code:

```
<!DOCTYPE html>
```

```
<html>
```

<head>

<title> Query Here </title>

<link href="Query.css" rel="stylesheet" type="text/css">

</head>

<body>

<!--This div is for logo-->

<div id="logo"> </div>

<!--This is the Topic heading-->

<h1> Query Here </h1>

<!--This div is to contain all content-->

<div id="content">

<form>

Name:

 <input type="text">

Email:

 <input type="email">

Subject:

 <input type="text">

Add a comment: (optional)

 <input type="text">

Description:

 <input type="text" id="description">


```
<input type="file"> <br><br>
<input type="Submit" id="submit">

</form>

</div>

</body>

</html>
```

CSS Code:

```
body {background-image: url(https://image.freepik.com/free-photo/question-mark-
written-by-hand-blackboard_47726-5228.jpg);
      width: 100%;height: 100%; background-repeat: no-repeat; background-size:
cover; position: relative; margin: 0%;}

#logo {width: 50%; height: 100px; background-color: transparent;float: left;
position: relative; top: -10px; left: -10px;}

#logo img {width: 40%; height: 130px;}

#content {width: 50%; height: 400px; background-color: rgba(98, 121, 221, 0.288);
position: relative; top: 130px; left: 10%;}

form {position: relative; top: -70px; left: 28.5%; line-height: 9px; font-size: 17px;
color: rgb(223, 219, 12);}
```

```
#content input {width: 40%;}
```

```
#description {height: 65px; text-align: justify;}
```

```
h1 {color: rgba(255, 0, 0, 0.466);position: absolute; left: 62%; top: 180px;  
font-family::Georgia, 'Times New Roman', Times, serif; font-size: 90px;}
```

```
#submit {background-color: transparent; cursor: pointer; height: 25px; color:  
whitesmoke; font-size: 15px;}
```