

# DOKUMENTACIJA

<https://predragilijev0.github.io/gameverse/>

Web Programiranje 1

Predrag Ilijev

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## 1. Uvod

### 1.1 Korišćeni programski jezici

Za izradu sajta korišćeni su HTML, CSS, Javascript, jQuery, Bootstrap i XML(Sitemap) u Visual Studio Code-u. Za uređjivanje slika je korišćen Photoshop.

### 1.2 Opis funkcionalnosti

- Slajder za glavnu vest sa fade in/out animacijom
- Show more za prikaz dodatnog teksta kod glavne vesti
- Modal za deo sa autorom
- Dinamički ispisani navigacioni meni
- Dinamički ispisane kartice (informacije o igrama koje se isčekuju i njihove slike)
- Promena slike prelaskom miša preko kartice
- Dinamički ispisane nove vesti (njihove slike, naslovi i tekst)
- Dugme koje prikazuje jos vesti i nestane kada ih više nema
- Dinamički ispisana galerija sa thumbnail-ovima
- Prikaz slika u vecoj veličini u galeriji klikom koristeći jQuery Lightbox plugin.
- Dinamički ispisani countdown tajmer
- Countdown timer za broj dana, sati, minuta i sekundi do giveaway-a
- Dinamički ispisane recenzije
- Paginacija za recenzije
- Dinamički ispisana forma
- Forma koja se validira regularnim izrazima i označavaju se tačni/netačni unosi
- Ispravno popunjena forma kada bude poslata obeleži sva svoja polja i prikaže poruku za uspešno slanje iznad forme

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## 1.3 Template

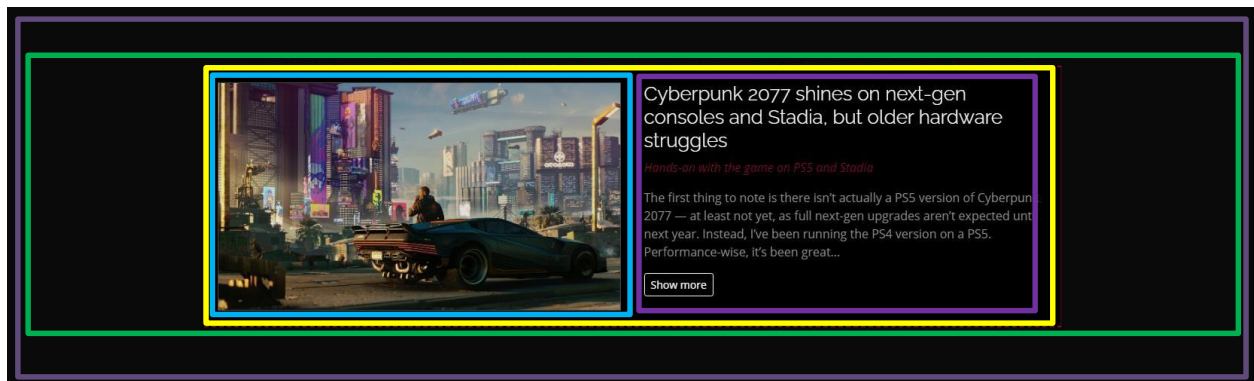
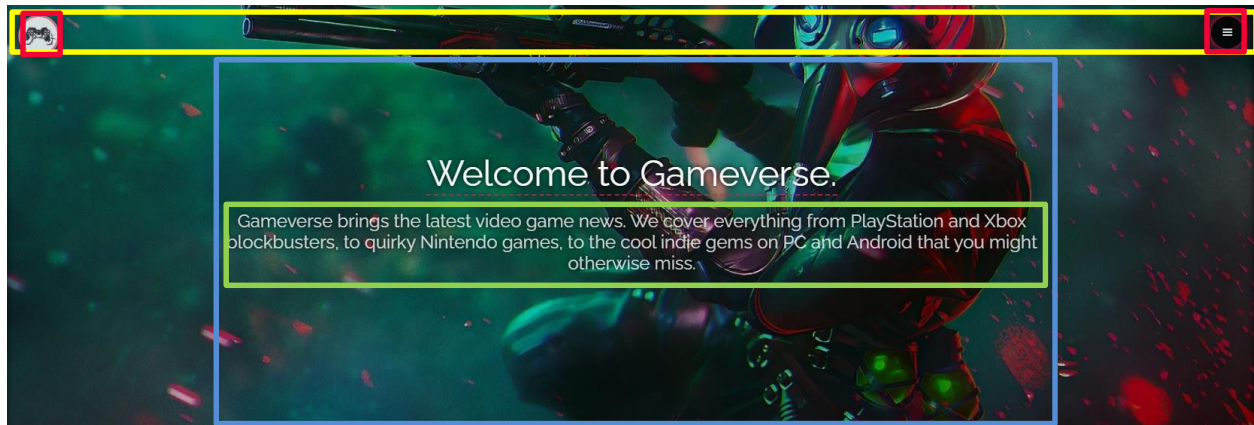
Za izradu sajta korišćen je bootstrap template koji je preuzet sa:

<https://bootstrapmade.com/free-bootstrap-landing-page/>

Template je što se tiče CSS-a ostao nepromenjen, ali sam pregazio mnoge već napisane stvari pisanjem svog odvojenog dela.


HTML je dosta menjan, neke stvari su izbačene, a neke promenjene.

Plugin za jQuery je galerija od Lightbox-a.



[Type here]

### Latest stories




**Article**

#### The Game Awards 2020 Announcements: All The Biggest News

Gameverse

The Game Awards took place earlier today, and it spent several hours delivering not only awards, but also a host of new game announcements and updates on existing games.

[Continue reading](#)



**Article**

#### Super Meat Boy Forever Gets Release Date. After Wait Seemed Like Forever


Gameverse

Super Meat Boy Forever has been a long time coming, having been first announced in 2014. Now the tough-as-nails platformer has finally set a release date.

[Continue reading](#)

[Show more](#)

### Giveaway



#### Playstation 5 giveaway starts on Thursday, 17 February 2022 11:30am

*Latest Giveaway Countdown*

This PS5 giveaway is a way of us repaying everyone for visiting the website and watching our eSports news and reacting to fun content that is being put out!

10  
DAYS

03  
HOURS

21  
MINUTES

48  
SECONDS



## Latest reviews



### Review

#### Final Fantasy 7 Remake PC review

Gameverse

Final Fantasy 7 Remake has arrived on PC months after its PlayStation release, at a price of \$70. The hope was for a definitive version, but at launch, I can't say this is it Which is disappointing, because in spite of Square Enix giving it the kind of PC port the publisher is infamous for...

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### Review

#### Halo Infinite review

Gameverse

Does an open world work for Halo? Since its announcement, that question is one that's been constantly asked

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[Next](#)


## Latest wallpapers gallery








[Type here]

## Contact Us

 A108 Adam Street  
New York, NY 535022

 gameverse@gmail.com

 +1 5589 55488 55

[About](#) [Documentation](#)

Name:

Email:

Message:

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## 2. Organizacija

### 2.1 Organizaciona šema

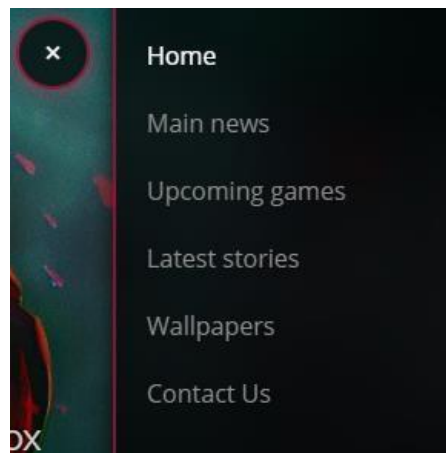
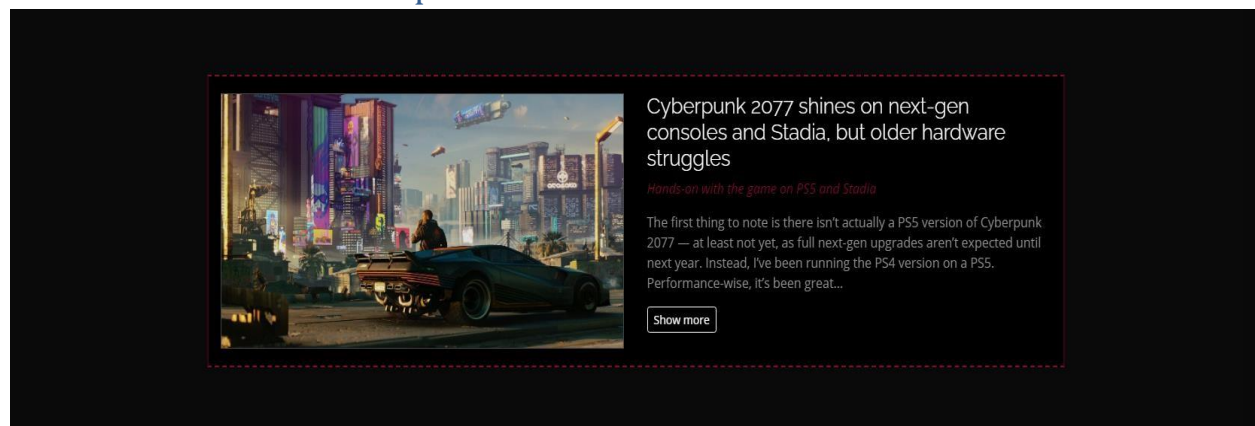
Sajt je rađen kao single-page stranica.

### 2.2 Mapa sajta

```
<?xml version="1.0" encoding="UTF-8"?>

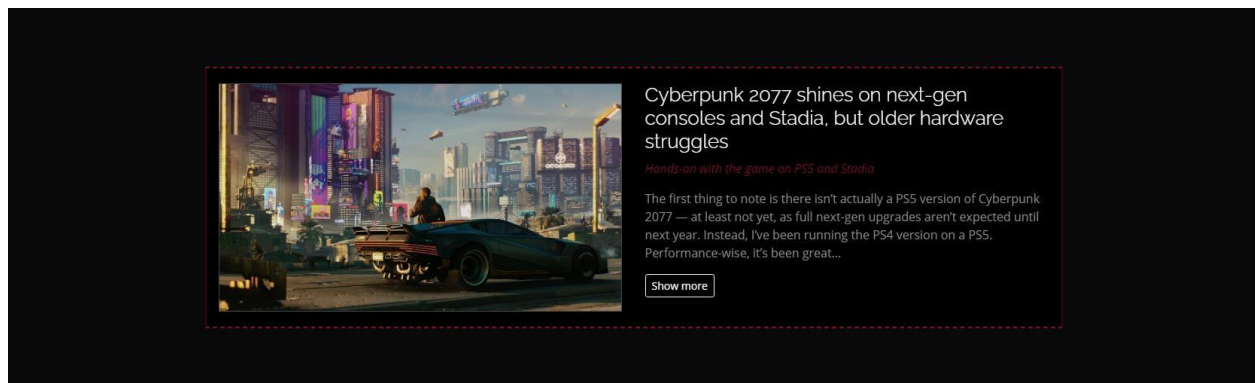
<urlset xmlns="http://www.sitemaps.org/schemas/sitemap/0.9">
  <url>
    <lastmod>2021-12-08</lastmod>
    <loc>https://predrag-ilijev.github.io/game-verse/</loc>
    <changefreq>weekly</changefreq>
    <priority>1</priority>
  </url>
</urlset>
```

### 2.3 Slike stranica i opis funkcionalnosti

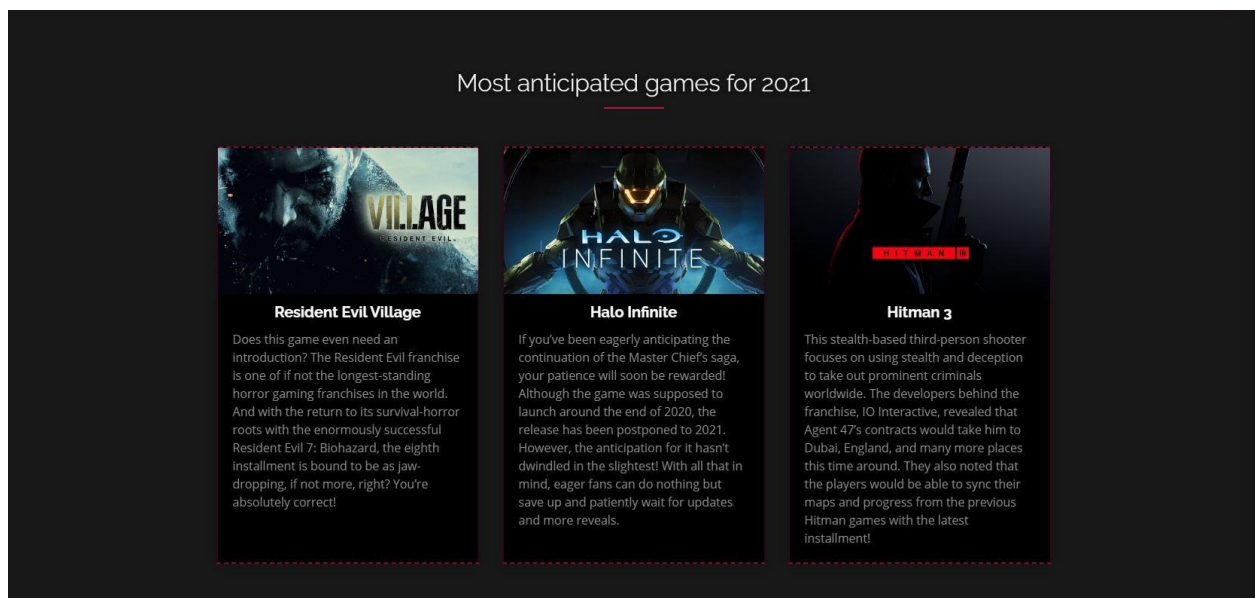


U ovom delu se sa desne strane nalazi navigacioni meni koji je bio deo template-a (promenjen mu je izgled), ali ispisuju se članovi tog menija dinamički kroz javascript.

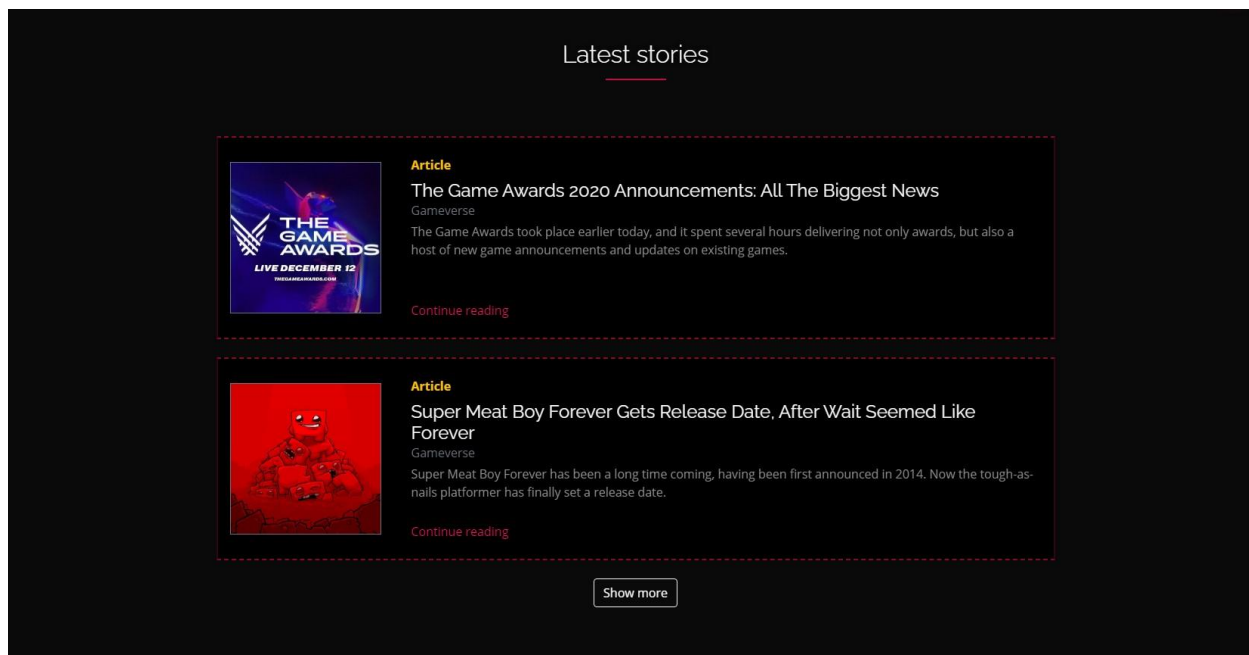
[Type here]



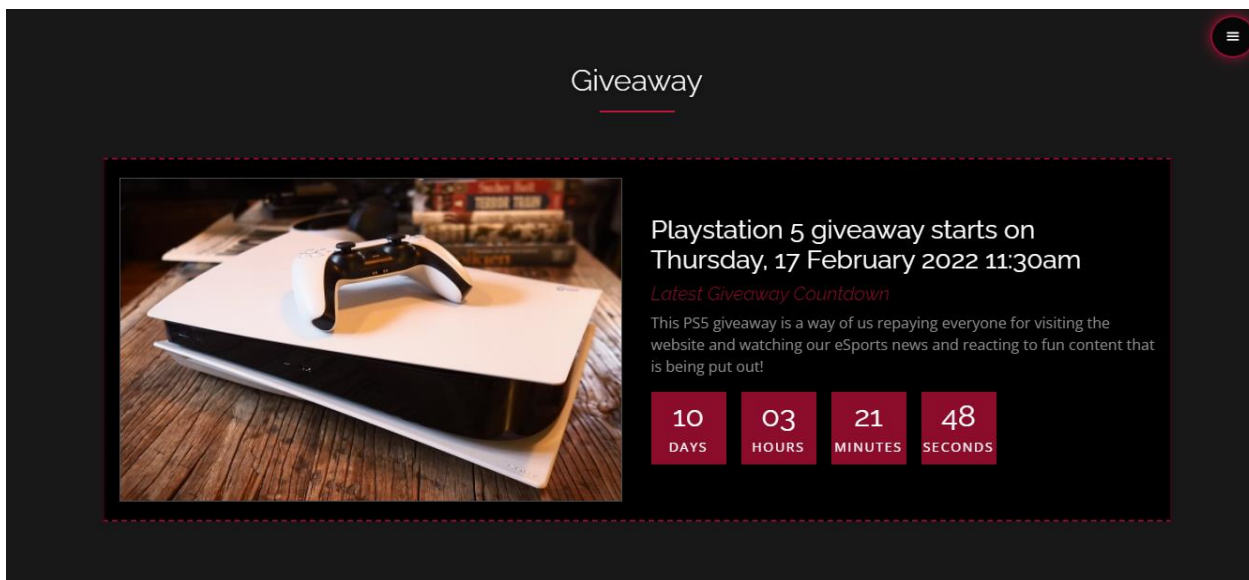
Ovde se slajdovi smenjuju pomocu slajdera na svakih 5 sekundi uz fade efekat kroz javascript. Klikom na dugme “Show more” pojavljuje se dodatni tekst animacijom slide down(i slajder se spušta malo dole istom tom animacijom da bude u sredini).



Ovde se nalaze kartice koje su dinamički ispisane i svakoj od njih se nizovima dodeljuju vrednosti (slika, naslov i tekst). Slike se menjaju kada se predje mišem preko njih (alternativne slike su takodje u nizu pa se i one ispisuju dinamički).




Svaki članak se ovde na slici iznad ispisuje dinamički (mogu im se menjati naslovi, tekstovi i slike). Klikom na dugme “Show more” izlazi još jedan članak ispod animacijom slide down, i svaki put se pojavljuje novi dok se ne isprazni niz članaka koji su upisani u javascriptu. Kada se prikažu svi, dugme “Show more” će nestati.




Giveaway sekcija ispisuje svoj element dinamički, a u njoj se nalazi tajmer koji odbrojava do negde malo više od 10 dana (to vreme se može bez problema promeniti u js-u), i kada istekne umesto tajmera će se ispisati tekst da je giveaway istekao.

[Type here]




## Latest reviews



**Review**  
**Final Fantasy 7 Remake PC review**  
Gameverse


Final Fantasy 7 Remake has arrived on PC months after its PlayStation release, at a price of \$70. The hope was for a definitive version, but at launch, I can't say this is it Which is disappointing, because in spite of Square Enix giving it the kind of PC port the publisher is infamous for...

[Continue reading](#)




**Review**  
**Halo Infinite review**  
Gameverse

Does an open world work for Halo? Since its announcement, that question is one that's been constantly asked



of Halo Infinite Six years after the sour note of Halo 5, 343 Industries has dusted off the Master Chief's armour for a throwback to Bungie's original, pointedly nostalgic for a time when Halo was just a big green man...

[Continue reading](#)



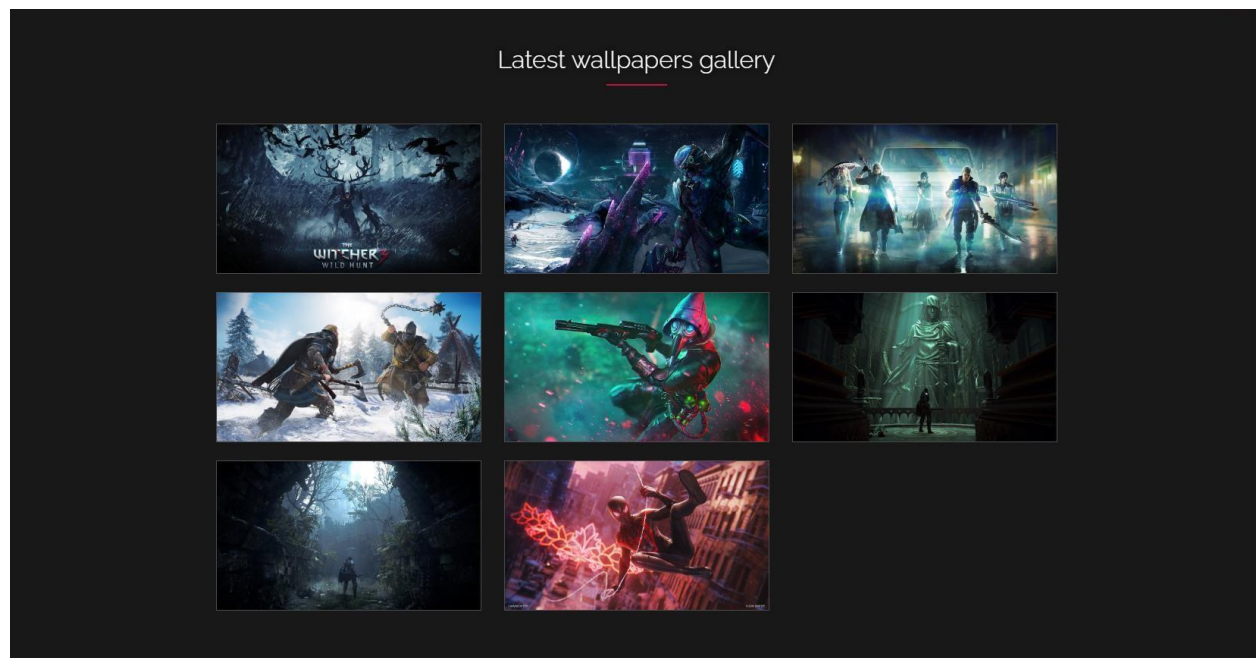
**Review**  
**Forza Horizon 5 review**  
Gameverse

After being airdropped from a cargo plane in an AMG One, I arrive at the festival site to fanfare and fireworks. The organisers are delighted—their 'superstar' is finally here—and to celebrate they offer me a choice of starting car. I leave the site and head to my first race in a Corvette Stingray Coupe. This isn't how racing games are supposed to start...

[Continue reading](#)

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U ovoj sekciji se takođe dinamički ispisuju artikli od recenzija ali ovde za razliku od sekcije gde se ispisuju nove vesti, ostatak recenzija se lista kroz paginaciju koja je ovde na dnu a uradjena je u javascriptu. Kada se klikne dugme Next onda se pojavi i Prevl dugme a ako se predje na poslednju stranu onda nestane dugme Next.



Ovde se slike u galeriji ispisuju dinamički kroz JS, sa thumbnail-om koji je manje rezolucije zbog optimizacije.

Kada se klikne na sliku, ona se prikazuje u vecoj rezoluciji, a sve oko nje bude blurovano i zatamnjeno. Kada se klikne van slike izlazi se iz galerije (Za ovo je korišćen jQuery LightBox plugin).

[Type here]

The image shows a 'Contact Us' form on a dark background. On the left, there is contact information: a location pin icon for 'A108 Adam Street, New York, NY 535022', an email icon for 'gameverse@gmail.com', a phone icon for '+1 5589 55488 55', and social media icons for Twitter, Facebook, Instagram, and LinkedIn. Below these are two buttons: 'Author' and 'Documentation'. On the right, there are input fields for 'Name' (placeholder: 'Your Name'), 'Email' (placeholder: 'Your Email'), 'Subject' (placeholder: 'Subject here'), and a large text area for 'Message' (placeholder: 'Write something...'). A 'Send' button is at the bottom right. At the very bottom, a copyright notice reads '© Copyright 2022 - Predrag Ilijev 196/19'.

Sa leve strane se moze kliknuti na dugme “Author” da se pojavi na sred ekrana modal sa informacijama o autoru.

Sa desne strane se nalazi forma u kojoj se podaci proveravaju regularnim izrazima. Forma je dinamički ispisana. Kada se nešto loše popuni, pojavi se crvena linija oko polja, a ispod nje se ispiše primer kako bi trebalo da se to polje pravilno popuni. Nakon što je sve popunjeno, kada se pritisne dugme za slanje, podaci iz forme se obrišu, polja dobiju zeleni okvir i prikaže se na vrhu poruka da je sve uspešno popunjeno. Ta poruka se pojavi fade efektom i istim nestane nakon nekih 5 sekundi, takodje i zeleni okvir oko polja nestane i tad mogu ponovo da se unesu podaci u polja i pošalju.



## 3. Kodovi

### 3.1 HTML

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Gameverse</title>
  <meta charset="utf-8"/>
  <meta content="width=device-width, initial-scale=1.0" name="viewport"/>
  <meta name="author" content="Predrag Ilijev"/>
  <meta content="Gameverse brings you the latest news on the PC games you love
and more!" name="description"/>
  <meta content="gameverse, latest, game, games, stadia" name="keywords"/>

  <link href="assets/img/favicon.png" type="image/x-icon" rel="icon"/>

  <link
href="https://fonts.googleapis.com/css?family=Open+Sans:300,300i,400,400i,600,600
i,700,700i|Raleway:300,300i,400,400i,600,600i,700,700i" rel="stylesheet"/>
  <!-- Vendor CSS Files -->
  <link href="assets/vendor/bootstrap/css/bootstrap.min.css" rel="stylesheet"/>
  <link href="assets/vendor/boxicons/css/boxicons.min.css" rel="stylesheet"/>
  <!-- Main CSS File -->
  <link href="assets/css/style.min.css" rel="stylesheet" type="text/css"/>
  <!-- Lightbox gallery plugin CSS -->
  <link href="assets/css/jquery.lightbox.min.css" rel="stylesheet"
type="text/css"/>
</head>

<body>
  <!-- ===== Header ===== -->
  <header id="header">
    <div class="container-fluid">
      <div class="logo float-left">
        <a href="index.html"></a>
      </div>
      <button type="button" class="nav-toggle"><i class="bx bx-
menu"></i></button>
      <nav class="nav-menu">
        <ul id="meniLista">
          </ul>
        </nav>
      </div>
```

[Type here]

```
</header><!-- End #header -->

<!-- ===== Hero Section ===== -->
<section id="hero">
  <div class="hero-container">
    <h1>Welcome to Gameverse.</h1>
    <div class="container"><h2>Gameverse brings the latest video game news. We
cover everything from PlayStation and Xbox blockbusters, to quirky Nintendo
games, to the cool indie gems on PC and Android that you might otherwise
miss.</h2></div>
    </div>
  </section><!-- #hero -->

<main id="main">

  <!-- ===== Main News Section ===== -->
  <section id="mainnews" class="mainnews">
    <div class="container">

      <div class="row">
        <div class="col-lg-6 d-flex align-items-center p-0 pl-3 pr-3"
id="slike">
          
          
        </div>
        <div class="col-lg-6 pt-4 pt-lg-0">
          <h3>Cyberpunk 2077 shines on next-gen consoles and Stadia, but older
hardware struggles</h3>
          <p class="font-italic">
            Hands-on with the game on PS5 and Stadia
          </p>
          <p>
            The first thing to note is there isn't actually a PS5 version of
Cyberpunk 2077 – at least not yet, as full next-gen upgrades aren't expected
until next year. Instead, I've been running the PS4 version on a PS5.
Performance-wise, it's been great...
          </p>
          <p>
            <span class="spoiler">After four hours of play, I haven't noticed
any major frame rate drops, and the visuals are incredible. Unlike on Xbox Series
X or Stadia, there aren't any performance options on PS5 – many modern games let
players choose between having a higher resolution or frame rate – but it hasn't
been a huge loss in my experience. Even during extremely busy moments, like a
```



```

massive shootout or a walk through a tightly packed street market, the game
chugged along just fine.</span>
    </p>
  </div>
</div>

</div>
</section><!-- End Main News Section -->

<!-- ===== Upcoming games Section ===== -->
<section id="agames" class="agames section-bg">
  <div class="container">
    <div class="section-title">
      <h2>Most anticipated games for 2021</h2>
    </div>
    <div class="row" id="karticeovde">

      </div>
    </div>
  </section><!-- End Upcoming games Section -->

<!-- ===== News Section ===== -->
<section id="news" class="news">
  <div class="container">
    <div class="section-title">
      <h2>Latest stories</h2>
    </div>
    <div class="row" id="vestiovde">

      </div>
    </div>
    <div class="container">
      <div class="row d-flex justify-content-center loaded"><div id="loadMore"
class="btn btn-outline-light mt-4">Show more</div></div>
    </div>
  </section><!-- End News Section -->

<!--Giveaway Section-->
<section id="gw" class="gw section-bg">
  <div class="section-title">
    <h2>Giveaway</h2>
  </div>
  <div class="container">
    <div class="row">
      <div class="col-lg-6 d-flex align-items-center p-0 pl-3 pr-3">

```

[Type here]

```
        
    </div>
    <div class="col-lg-6 d-flex flex-column justify-content-center pt-4 pt-
lg-0">
        <h3 class="giveaway">Giveaway ends</h3>
        <h5 class="font-italic">
            Latest Giveaway Countdown
        </h5>
        <p>
            This PS5 giveaway is a way of us repaying everyone for visiting the
website and watching our eSports news and reacting to fun content that is being
put out!
        </p>
        <div class="deadline" id="dlHere">

            </div>
        </div>
    </div>
</section>
<!-- Giveaway Section end -->

<!-- ===== Reviews Section ===== -->
<section id="reviews" class="reviews">
    <div class="container">
        <div class="section-title">
            <h2>Latest reviews</h2>
        </div>
        <div class="row" id="reviewsorde">

            </div>
        <div class="pt-3 d-flex justify-content-center pag">
            <a href="javascript:prevPage()" id="btn_prev"><p class="btn btn-
outline-light mt-4">Prev</p></a>
            <span id="page"></span>
            <a href="javascript:nextPage()" id="btn_next"><p class="btn btn-
outline-light mt-4">Next</p></a>
        </div>
    </div>
</section><!-- End Reviews Section -->

<!-- ===== Gallery Section ===== -->
<section id="gallery" class="section-bg">
    <div class="container">
        <div class="section-title">
```

```

        <h2>Latest wallpapers gallery</h2>
    </div>
    <div id="slikeovde" class="row">

        </div>
    </div>
</section><!-- ===== End Gallery Section ===== -->

<!-- ===== Contact Us Section ===== -->
<section id="contact" class="contact">
    <div class="container">

        <div class="section-title">
            <h2>Contact Us</h2>
        </div>

        <div class="row justify-content-center">

            <div class="col-lg-3 col-md-5 mb-5 mb-md-0 pt-5">
                <div class="info">
                    <div class="address">
                        <i class="bx bx-map"></i>
                        <p>A108 Adam Street<br>New York, NY 535022</p>
                    </div>
                    <div class="email">
                        <i class="bx bx-envelope"></i>
                        <p>gameverse@gmail.com</p>
                    </div>
                    <div class="phone">
                        <i class="bx bx-phone-call"></i>
                        <p>+1 5589 55488 55</p>
                    </div>
                </div>

                <div class="social-links" id="slinksHere">
                    <a href="https://www.twitter.com/" class="twitter"><i class="bx
bxl-twitter"></i></a>
                    <a href="https://www.facebook.com/" class="facebook"><i class="bx
bxl-facebook"></i></a>
                    <a href="https://www.instagram.com/" class="instagram"><i class="bx
bxl-instagram"></i></a>
                    <a href="https://www.linkedin.com/" class="linkedin"><i class="bx
bxl-linkedin"></i></a>
                </div>
            </div>
        </div>
    </div>

```

[Type here]

```
        <!-- Autor modal i dokum. -->
        <div class="d-flex justify-content-center justify-content-md-start">
            <button id="myBtn" class="btn btn-outline-light btn-sm mt-4 mr-2
ml-2 ml-md-0"><a>Author</a></button>
            <div id="myModal" class="modal">
                <div class="modal-content">
                    <span class="close">&times;</span>
                    <div class="row">
                        <div class="col-lg-4 d-flex justify-content-center p-3">
                            
                        </div>
                        <div class="col-lg-8 pt-3 p-3">
                            <h3 class="text-light">Predrag Ilijev</h3>
                            <p class="font-italic">
                                196/19 - Web programming
                            </p>
                            <p>
                                Hi, I am Predrag, a student at ICT College from Serbia.
                                I've recently started studying Web programming and this is my new website called
                                Gameverse that is inspired by some of the gaming sites I occasionally visit.
                            </p>
                            <p>You can contact me directly on any of these links
                                below.</p>
                            <div class="social-links" id="slinksHere2">
                                <a href="https://www.twitter.com/" class="twitter"><i
class="bx bxl-twitter"></i></a>
                                <a href="https://www.facebook.com/" class="facebook"><i
class="bx bxl-facebook"></i></a>
                                <a href="https://www.instagram.com/" class="instagram"><i
class="bx bxl-instagram"></i></a>
                            </div>
                        </div>
                    </div>
                </div>
            </div>
            <div class="btn btn-outline-light btn-sm mt-4"><a rel="noopener
noreferrer" target="_blank" href="dokumentacija.pdf">Documentation</a></div>
        </div>

        <!-- Forma -->
        <div class="col-lg-5 col-md-7">
            <form id="formOne" name="input" action="#" method="get">
```

```

        </form>
    </div>
</div>
</div>
</section><!-- End Contact Us Section -->
</main><!-- End #main -->

<!-- ===== Footer ===== -->
<footer id="footer">
    <div class="container">
        <div class="copyright">
            <span class="gray">&copy; Copyright 2022 - </span><i>Predrag Ilijev
196/19</i>
        </div>
    </div>
</footer><!-- End #footer -->

<!-- Vendor JS Files -->
<script src="assets/vendor/jquery/jquery.min.js"></script>
<script src="assets/vendor/bootstrap/js/bootstrap.bundle.min.js"></script>
<script src="assets/vendor/jquery.easing/jquery.easing.min.js"></script>
<script src="assets/vendor/php-email-form/validate.js"></script>
<!-- Template Main JS File -->
<script src="assets/js/main.min.js"></script>
<!-- Lightbox Plugin JQuery File -->
<script src="assets/js/jquery.lightbox.min.js"></script>

</body>
</html>

```

[Type here]

## 3.2 CSS

```
#hero {
  background: url("../img/gaming3dark3.jpg") center center;
  background-size: cover;
}

.nav-menu {
  background: rgba(0, 0, 0, 0.7);
  backdrop-filter: blur(16px);
  -webkit-backdrop-filter: blur(16px);
  -moz-backdrop-filter: blur(16px);
  border-left: 2px solid rgba(241, 20, 75, 0.575);
  box-shadow: 0px 0px 15px rgba(0, 0, 0, 0.795);
}

.nav-toggle {
  background: rgba(0, 0, 0, 0.7);
  backdrop-filter: blur(16px);
  -webkit-backdrop-filter: blur(16px);
  -moz-backdrop-filter: blur(16px);
  padding: 12px 13px;
  border: 2px solid rgba(241, 20, 75, 0.575);
  border-radius: 50%;
  box-shadow: 0px 0px 15px rgba(241, 20, 75, 0.575);
}

.nav-toggle:hover {
  background: rgba(255, 255, 255, 0.295);
  box-shadow: 0px 0px 15px rgba(0, 0, 0, 0.842);
}

.nav-menu a {
  display: block;
  position: relative;
  color: rgb(143, 143, 143) !important;
  padding: 10px 20px;
  font-weight: 500;
  transition: 0.3s;
}

.nav-menu a:hover, .nav-menu .active > a, .nav-menu li:hover > a {
  color: rgb(255, 255, 255) !important;
  text-decoration: none;
}

#header .logo img {
  padding: 0;
  margin: -5px 0px;
```

```

max-height: 55px;
border: 3px solid rgba(241, 20, 75, 0.575);
box-shadow: 0px 0px 15px rgba(0, 0, 0, 0.534);
border-radius: 50%;
background-color: rgba(255, 255, 255, 0.829);
}
#header .logo img:hover {
    box-shadow: 0px 0px 15px rgba(0, 0, 0, 0.815);
    background-color: rgba(255, 255, 255, 0.473);
}

#main {
    background: rgb(10, 10, 10);
    /* background: url("../img/pic03.jpg") center center;
    background-size: cover; */
}
#mainnews .container {
    color: rgb(255, 255, 255);
    padding-top: 20px;
    padding-bottom: 20px;
    background: rgb(0, 0, 0);
    border-top: 2px dashed rgba(241, 20, 75, 0.575);
    border-bottom: 2px dashed rgba(241, 20, 75, 0.575);
    border-left: 2px solid rgba(90, 7, 49, 0.575);
    border-right: 2px solid rgba(90, 7, 49, 0.575);
}
#mainnews .container img {
    border: 1px solid rgb(78, 78, 78);
}

#mainnews .container p {
    color: rgb(143, 143, 143);
}

#gw .container {
    color: rgb(255, 255, 255);
    padding-top: 20px;
    padding-bottom: 20px;
    background: rgb(0, 0, 0);
    border-top: 2px dashed rgba(241, 20, 75, 0.575);
    border-bottom: 2px dashed rgba(241, 20, 75, 0.575);
    border-left: 2px solid rgba(90, 7, 49, 0.575);
    border-right: 2px solid rgba(90, 7, 49, 0.575);
}

```

[Type here]

```
#gw .container img {
  border: 1px solid rgb(78, 78, 78);
}

#gw .container p {
  color: rgb(143, 143, 143);
}

.font-italic {
  color: rgba(241, 20, 75, 0.575) !important;
}

a {
  color: rgb(241, 20, 94) !important;
}

a:hover {
  color: rgba(241, 20, 75, 0.575) !important;
}

.logo-move {
  margin: 8px 10px;
}

.hero-container h1, h2 {
  color: rgb(255, 255, 255) !important;
  text-shadow: 0px 0px 6px #000000;
}

.hero-container h1 {
  border-bottom: 2px dashed rgba(241, 20, 75, 0.795);
}

.hero-container h2 {
  color: rgba(255, 255, 255, 0.829) !important;
}

#buttonSubmit, #tbImePrezime, #tbEmail, #tbMessage, #tbTema{
  color: rgb(255, 255, 255) !important;
  text-shadow: 0px 0px 8px #000000 !important;
  background: rgba(241, 20, 130, 0.205) !important;
  backdrop-filter: blur(16px);
  -webkit-backdrop-filter: blur(16px);
  -moz-backdrop-filter: blur(16px);
  box-shadow: 0px 0px 15px rgba(0, 0, 0, 0.678) !important;
  font-family: "Raleway", sans-serif !important;
}
```



```

#buttonSubmit:hover {
    background: rgba(241, 20, 75, 0.575) !important;
}
#tbImePrezime:focus, #tbEmail:focus #tbTema:focus {
    color: rgb(255, 255, 255);
}

.section-bg {
    background-color: #181818;
}
#footer {
    background: #000000;
    border-top: 2px dashed rgba(241, 20, 75, 0.575);
}

#slike img {
    display: none !important;
}
#slike .prikazi {
    display: inline !important;
}

.darkbg, .darkbg img{
    background-color: rgb(0, 0, 0);
    border-top: 2px dashed rgba(241, 20, 75, 0.575);
    border-left: 2px solid rgba(90, 7, 49, 0.575);
    border-right: 2px solid rgba(90, 7, 49, 0.575);
}
.darkbg .card-body {
    border-bottom: 2px dashed rgba(241, 20, 75, 0.575);
    border-left: 2px solid rgba(90, 7, 49, 0.575);
    border-right: 2px solid rgba(90, 7, 49, 0.575);
}
.db2, .modal-content{
    border-bottom: 2px dashed rgba(241, 20, 75, 0.575);
    border-top: 2px dashed rgba(241, 20, 75, 0.575);
    border-left: 2px solid rgba(90, 7, 49, 0.575);
    border-right: 2px solid rgba(90, 7, 49, 0.575);
    background: rgb(0, 0, 0) !important;
}

.darkbg2 img{
    border: 1px solid rgb(78, 78, 78);
}

```

[Type here]

```
.section-title h2::after {
  height: 2px;
  background: rgba(241, 20, 75, 0.795);
}

.agames .card-title a {
  color: white !important;
}

.agames .card-title a:hover {
  color: rgb(71, 71, 71) !important;
}

.agames .card-text, .news .card-text, .contact .info, .modal-content p {
  color: rgb(143, 143, 143);
}

.gray{
  color: rgb(143, 143, 143) !important;
}

@media (max-width: 768px) {
  .dnone {
    display: none !important;
  }
}

.contact .info i {
  color: rgb(241, 20, 94);
}

.contact .social-links a {
  background: rgba(90, 7, 49, 0.575);
  color: #fff;
}

.contact .social-links a:hover {
  background: #fff;
  color: #fff;
}

.modal {
  display: none;
  position: fixed;
```

```

z-index: 10;
padding-top: 100px;
left: 0;
top: 0;
width: 100%;
height: 100%;
overflow: auto;
background-color: rgb(0,0,0);
background-color: rgba(0, 0, 0, 0.637);
}

.modal-content {
margin: auto;
padding: 20px;
width: 85%;
backdrop-filter: blur(12px);
-webkit-backdrop-filter: blur(12px);
-moz-backdrop-filter: blur(12px);
background-color: rgba(0, 0, 0, 0.425) !important;
}

.modal-content img {
width: 240px !important;
height: 246px !important;
border: 1px solid rgb(71, 71, 71);
}

.close {
color: #aaa;
float: right;
font-size: 28px;
font-weight: bold;
}

.close:hover,
.close:focus {
color: #000;
text-decoration: none;
cursor: pointer;
}

.testing2 {
display: none;
}

.wrong{
border: 2px solid rgb(216, 0, 47);

```

[Type here]

```
}
/* .correct{
  border: 1px solid rgb(255, 255, 255);
} */
.success{
  border: 2px solid rgb(22, 228, 56);
}

.deadline {
  display: flex;
  /* justify-content: center; */
}
.deadline-format {
  background: rgba(241, 20, 75, 0.575);
  color: rgb(255, 255, 255);
  margin-right: 1rem;
  width: 5rem;
  height: 5rem;
  display: grid;
  place-items: center;
  text-align: center;
}
.deadline-format span {
  display: block;
  text-transform: uppercase;
  letter-spacing: 2px;
  font-size: 0.85rem;
}
.deadline h4:not(.expired) {
  font-size: 2rem;
  margin-bottom: 0.25rem;
  letter-spacing: var(--spacing);
}

.pag span {
  font-size: 1rem;
  margin-top: 30px;
  margin-left: 20px;
  margin-right: 20px;
  color: rgb(214, 192, 197);
  font-weight: bold;
}
```

### 3.3 JAVASCRIPT + JQUERY

```
//Nav meni ispis
var nizNavHref = ["#hero", "#mainnews", "#agames", "#news", "#gw", "#reviews",
"#gallery", "#contact"];
var nizNavIme = ["Home", "Main news", "Upcoming games", "Latest
stories", "Giveaways", "Reviews", "Wallpapers", "Contact Us"];

var ispis="";

for(let i = 0; i < nizNavHref.length; i++){
    ispis += `
        <li><a href="${nizNavHref[i]}">${nizNavIme[i]}</a></li>
    `;
}
document.querySelector("#meniLista").innerHTML = ispis;

//Galerija ispis
var nizSrc = ["assets/img/thumb/wallp1th.jpg", "assets/img/thumb/wallp2th.jpg",
"assets/img/thumb/wallp3th.jpg", "assets/img/thumb/wallp4th.jpg",
"assets/img/thumb/wallp5th.jpg", "assets/img/thumb/wallp6th.jpg",
"assets/img/thumb/wallp7th.jpg", "assets/img/thumb/wallp8th.jpg"];
var nizHref = ["assets/img/wallp1.jpg", "assets/img/wallp2.jpg",
"assets/img/wallp3.jpg", "assets/img/wallp4.jpg", "assets/img/wallp5.jpg",
"assets/img/wallp6.jpg", "assets/img/wallp7.jpg", "assets/img/wallp8.jpg"];
var nizAlt = ["Wallpaper1", "Wallpaper2", "Wallpaper3", "Wallpaper4",
"Wallpaper5", "Wallpaper6", "Wallpaper7", "Wallpaper8"];

var nizCapt = ["Image 1", "Image 2", "Image 3", "Image 4", "Image 5", "Image 6",
"Image 7", "Image 8", "Image 9", "Image 10"];

var ispis = "";

for(let i = 0; i < nizSrc.length; i++){
    ispis += `
        <div class="col-lg-4 col-md-6 col-12 darkbg2">
            <a href="${nizHref[i]}" data-caption="${nizCapt[i]}" class="d-block mb-4 h-
100">
                
            </a>
        </div>
    `;
}
document.querySelector("#slikeovde").innerHTML = ispis;
```

[Type here]

```
//Kartice ispis
var nizIconSrc = ["assets/img/rev8.jpg", "assets/img/hinf.jpg",
"assets/img/hman3.jpg"];
var nizIconAlt = ["Icon1", "Icon2", "Icon3"];
var nizNoviSrc = ["assets/img/rev8-1.jpg", "assets/img/hinf-1.jpg",
"assets/img/hman3-1.jpg"];

var clanakTekst = ["Does this game even need an introduction? The Resident Evil
franchise is one of if not the longest-standing horror gaming franchises in the
world. And with the return to its survival-horror roots with the enormously
successful Resident Evil 7: Biohazard, the eighth installment is bound to be as
jaw-dropping, if not more, right? You're absolutely correct!",
"If you've been eagerly anticipating the continuation of the Master Chief's saga,
your patience will soon be rewarded! Although the game was supposed to launch
around the end of 2020, the release has been postponed to 2021. However, the
anticipation for it hasn't dwindled in the slightest! With all that in mind,
eager fans can do nothing but save up and patiently wait for updates and more
reveals.",
"This stealth-based third-person shooter focuses on using stealth and deception
to take out prominent criminals worldwide. The developers behind the franchise,
IO Interactive, revealed that Agent 47's contracts would take him to Dubai,
England, and many more places this time around. They also noted that the players
would be able to sync their maps and progress from the previous Hitman games with
the latest installment!"];
var clanakNaslov = ["Resident Evil Village", "Halo Infinite", "Hitman 3"];

var ispis = "";

for(let i = 0; i < nizIconSrc.length; i++){
    ispis += `
        <div class="col-lg-4 col-md-12 d-flex align-items-stretch">
            <div class="card darkbg">
                
                <div class="card-body">
                    <h5 class="card-title"><a href="">${clanakNaslov[i]}</a></h5>
                    <p class="card-text"> ${clanakTekst[i]} </p>
                </div>
            </div>
        </div>
    `;
}
document.querySelector("#karticeovde").innerHTML = ispis;

//time/date ispis
```

```

var nizTD = ["days", "hours", "minutes", "seconds"];
var ispis = "";

for(let i = 0; i < nizTD.length; i++){
    ispis += `
        <div class="deadline-format">
            <div>
                <h4 class="${nizTD[i]}">34</h4>
                <span>${nizTD[i]}</span>
            </div>
        </div>
    `;
}
document.querySelector("#dlHere").innerHTML = ispis;

//Novosti ispis
var nizVestSrc = ["assets/img/thumbvest1.jpg", "assets/img/thumbvest2.jpg",
"assets/img/thumbvest3.jpg", "assets/img/thumbvest4.jpg"];
var nizVestAlt = ["Vest1", "Vest2", "Vest3", "Vest4"];

var vestTekst = ["The Game Awards took place earlier today, and it spent several
hours delivering not only awards, but also a host of new game announcements and
updates on existing games.",
"Super Meat Boy Forever has been a long time coming, having been first announced
in 2014. Now the tough-as-nails platformer has finally set a release date.",
"Epic already gives away free games every week, but starting next Thursday,
you'll be able to snag a freebie every day, to celebrate the holidays.",
"Given these circumstances, it's easy to see why Animal Crossing became such an
immediate, inescapable hit, particularly during the first half of the year."];
var vestNaslov = ["The Game Awards 2020 Announcements: All The Biggest News",
"Super Meat Boy Forever Gets Release Date, After Wait Seemed Like Forever",
"Epic Is Giving Away 15 Free Games For Christmas Starting Next week",
"Best Games Of 2020 - Animal Crossing: New Horizons"];

var ispis = "";

for(let i = 0; i < nizVestSrc.length; i++){
    ispis += `
        <div class="col-12 mt-4 testing2">
            <div class="row no-gutters db2 d-flex flex-sm-row overflow-hidden shadow-sm
h-md-250 position-relative testing">
                <div class="col-auto d-sm-block d-flex align-items-center pt-3 pb-3
dnone">
                    

```

[Type here]

```
        </div>
        <div class="col p-4 d-flex flex-column position-static">
            <strong class="d-inline-block mb-2 text-warning">Article</strong>
            <h4 class="mb-0 text-light">${vestNaslov[i]}</h4>
            <div class="mb-1 text-muted">Gameverse</div>
            <p class="card-text mb-auto">${vestTekst[i]}</p>
            <a href="#" class="stretched-link">Continue reading</a>
        </div>
    </div>
</div>
`;
}
document.querySelector("#vestiovd").innerHTML = ispis;

//Forma ispis
var tbNames = ["tbImePrezime", "tbEmail", "tbTema"];
var tbPlaceholder = ["Your Name", "Your Email", "Subject here"];
var tbLabel = ["Name:", "Email:", "Subject:"];
var tbGr = ["gr1", "gr2", "gr0"];

var ispis = `<p id="confirmation" class="d-none alert alert-success">You have
successfully sent a message!</p>`;

for(let i = 0; i < tbNames.length; i++){
    ispis += `
        <div class="form-group">
            <label class="gray" for="${tbNames[i]}">${tbLabel[i]}</label>
            <input type="text" id="${tbNames[i]}" placeholder="${tbPlaceholder[i]}"
class="form-control"/>
            <span id="${tbGr[i]}"> </span>
        </div>
    `;
}
ispis+=`
    <div class="form-group">
        <label class="gray" for="tbMessage">Message:</label>
        <textarea id="tbMessage" rows="5" placeholder="Write something..."
class="form-control"></textarea>
        <span id="gr3"> </span>
    </div>
    <div class="form-group d-flex justify-content-center justify-content-md-
start">
        <input type="button" value="Send" id="buttonSubmit" class="btn btn-light"/>
    </div>
`;
};
```



```

document.querySelector("#formOne").innerHTML = ispis;

// Recenzije ispis + Paginacija
var current_page = 1;
var records_per_page = 3;

var nizRecSrc = ["assets/img/rew1.png", "assets/img/rew2.png",
"assets/img/rew3.png", "assets/img/rew4.png", "assets/img/rew5.png",
"assets/img/rew6.png", "assets/img/rew7.png", "assets/img/rew8.png",
"assets/img/rew9.png"];
var nizRecAlt = ["Review 1", "Review 2", "Review 3", "Review 4", "Review 5",
"Review 6", "Review 7", "Review 8", "Review 9"];

var recTekst = ["Final Fantasy 7 Remake has arrived on PC months after its
PlayStation release, at a price of $70. The hope was for a definitive version,
but at launch, I can't say this is it Which is disappointing, because in spite of
Square Enix giving it the kind of PC port the publisher is infamous for...",
"Does an open world work for Halo? Since its announcement, that question is one
that's been constantly asked of Halo Infinite Six years after the sour note of
Halo 5, 343 Industries has dusted off the Master Chief's armour for a throwback
to Bungie's original, pointedly nostalgic for a time when Halo was just a big
green man...",
"After being airdropped from a cargo plane in an AMG One, I arrive at the
festival site to fanfare and fireworks. The organisers are delighted—their
'superstar' is finally here—and to celebrate they offer me a choice of starting
car. I leave the site and head to my first race in a Corvette Stingray Coupe.
This isn't how racing games are supposed to start...",
"It might not sound like it, but trust me—it's hip... One of the many disembodied
voices guiding me through this bold new society of extreme sports types in the
mountains is telling me I can win a pizza delivery bike in the next event. She's
also, knowingly or not, critiquing herself. Everybody here talks like they're
hooked up to a Red Bull IV drip...",
"When Ossie Ardiles returned to manage Spurs, he decided to play to their
strengths. They had five world-class strikers, so they all started. It was
breathtaking... and a disaster. I find that kind of devil-may-care, joie-de-vivre
irresistible, and that's why I've sucked at football manager sims all these
years, since the Kevin Toms classic on the 16k ZX81...",
"On the evidence of its timeless tyranny over the RTS genre, there's a case to be
made that there's no surpassing Age of Empires 2—now in its 'Definitive' form.
Its competitive scene is thriving, people are lapping up its ongoing DLCs like
bread loaves dished out by a benevolent ruler, and its gorgeous sprites have a
cleanliness that 3D graphics...",

```

[Type here]

"It's a little weird to be back in Myst in 2021, after all this time. Cyan Worlds has completely remade the game (again, following 2000's realMyst and 2014's realMyst: Masterpiece Edition, neither of which I played). And this new 3D Myst works on both desktop and in VR, so I got to spend time actually (virtually) walking around in it...",

"There's a moment in Life is Strange: True Colors where protagonist Alex angrily throws a glass bottle across a room. It smashes into the opposite wall, leaving hundreds of shards scattered across the floor. Her rage is white-hot but only lasts an instant before it quickly melts away. It's an incredibly tense scene, but Alex's actions...",

"You can tell a lot about a game's soul by what it deems a 'perk'. Fallout 3, for example, thinks being better at murdering women is one. In Modern Warfare it's dropping a grenade after death like a smug ghost. In Psychonauts 2, Double Fine will sell you a 'beastmastery' pin badge modifier that allows Raz's psychic fist..."];

```
var recNaslov = ["Final Fantasy 7 Remake PC review",  
"Halo Infinite review",  
"Forza Horizon 5 review",  
"Riders Republic review",  
"Football Manager 2022 review",  
"Age of Empires 4 review",  
"Myst review",  
"Life is Strange: True Colors review",  
"Psychonauts 2 review"];
```

```
var ispis2 = "";
```

```
function prevPage()  
{  
    if (current_page > 1) {  
        current_page--;  
        ispis2 = "";  
        changePage(current_page);  
    }  
}
```

```
function nextPage()  
{  
    if (current_page < numPages()) {  
        current_page++;  
        ispis2 = "";  
        changePage(current_page);  
    }  
}
```

```

function changePage(page)
{
    var btn_next = document.getElementById("btn_next");
    var btn_prev = document.getElementById("btn_prev");
    var listing_rew = document.getElementById("reviewsovde");
    var page_span = document.getElementById("page");

    if (page < 1) page = 1;
    if (page > numPages()) page = numPages();

    listing_rew.innerHTML = "";

    for (var i = (page-1) * records_per_page; i < (page * records_per_page) && i
< nizRecAlt.length; i++) {
        ispis2 += `
            <div class="col-12 mt-4">
                <div class="row no-gutters db2 d-flex flex-sm-row overflow-hidden h-md-
250 position-relative">
                    <div class="col-auto d-sm-block d-flex align-items-center pt-3 pb-3">
                        
                    </div>
                    <div class="col p-4 d-flex flex-column">
                        <strong class="d-inline-block mb-2 text-primary">Review</strong>
                        <h4 class="mb-0 text-light">${recNaslov[i]}</h4>
                        <div class="mb-1 text-muted">Gameverse</div>
                        <p class="card-text mb-auto">${recTekst[i]}</p>
                        <a href="#" class="stretched-link">Continue reading</a>
                    </div>
                </div>
            </div>
        `;
        document.querySelector("#reviewsovde").innerHTML = ispis2;
    }
    page_span.innerHTML = page + "/" + numPages();

    if (page == 1) {
        btn_prev.style.visibility = "hidden";
    } else {
        btn_prev.style.visibility = "visible";
    }

    if (page == numPages()) {
        btn_next.style.visibility = "hidden";
    } else {

```

[Type here]

```
        btn_next.style.visibility = "visible";
    }
}

function numPages()
{
    return Math.ceil(nizRecAlt.length / records_per_page);
}

// Forma
window.onload = function() {
    var nameField = document.querySelector("#tbImePrezime");
    var emailField = document.querySelector("#tbEmail");
    var messageField = document.querySelector("#tbMessage");
    var subjectField = document.querySelector("#tbTema");

    var namePattern = /^[A-Z][a-z]{2,15}(\s[A-Z][a-z]{2,15})+$/;
    var emailPattern = /^[a-zA-Z0-9._-]+@[a-zA-Z0-9.-]+\.[a-zA-Z]{2,4}$/;
    var messagePattern = /^[a-zA-Z0-9\s\W]{20,200}$/;
    var subjectPattern = /^[a-zA-Z0-9\s\W]{2,50}$/;

    function formExample(textNum) {
        var textArray = ["Example: <i>Tom Smith, Edward Hemingway...</i>", "Example: <i>tom@gmail.com, tom.smith@hotmail.com, etc...</i>", "Example: <i>Gaming news, Suggestion for the next event, Esports etc...</i>", "Enter at least 20 characters. <i>Max: 200.</i>"];
        // var textArray = ["test1", "test2", "test3", "test4"];
        var divNameArray = ["#gr1", "#gr2", "#gr0", "#gr3"];
        // console.log(textNum);
        // console.log(divNameArray[textNum]);
        document.querySelector(divNameArray[textNum]).innerHTML = "" + textArray[textNum];
    }

    nameField.addEventListener("blur", function(){
        proveraRegEx(namePattern, "#tbImePrezime");
    });

    emailField.addEventListener("blur", function(){
        proveraRegEx(emailPattern, "#tbEmail");
    });

    messageField.addEventListener("blur", function(){
        proveraRegEx(messagePattern, "#tbMessage");
    });
};
```

```

subjectField.addEventListener("blur", function(){
    proveraRegEx(subjectPattern, "#tbTema");
});

function proveraRegEx(regEx, element){
    if(!$(element).val().match(regEx)){
        if ((element) == "#tbImePrezime") {
            nameField.classList.add("wrong");
            formExample(0);
        }
        if ((element) == "#tbEmail") {
            emailField.classList.add("wrong");
            formExample(1);
        }
        if ((element) == "#tbTema") {
            subjectField.classList.add("wrong");
            formExample(2);
        }
        if ((element) == "#tbMessage") {
            messageField.classList.add("wrong");
            formExample(3);
        }
        return false;
    }
    else{
        $(element).removeClass("wrong");
        // $(element).addClass("correct");
        return true;
    }
}

//Forma submit
document.querySelector("#buttonSubmit").addEventListener("click", provera);
function provera(){

    var mistakes = 0;
    if(!proveraRegEx(namePattern, nameField)){
        mistakes++;
        nameField.classList.add("wrong");
        formExample(0);
    }

    if(!proveraRegEx(emailPattern, emailField)){

```

[Type here]

```
        mistakes++;
        emailField.classList.add("wrong");
        formExample(1);
    }
    if(!proveraRegEx(messagePattern, messageField)){
        mistakes++;
        messageField.classList.add("wrong");
        formExample(2);
    }
    if(!proveraRegEx(subjectPattern, subjectField)){
        mistakes++;
        subjectField.classList.add("wrong");
        formExample(3);
    }
    if(mistakes == 0){
        $("#confirmation").fadeIn(1000).removeClass('d-none');
        $("#tbImePrezime").addClass('success').val("");
        $("#tbEmail").addClass('success').val("");
        $("#tbMessage").addClass('success').val("");
        $("#tbTema").addClass('success').val("");
        $("#gr0").html("");
        $("#gr1").html("");
        $("#gr2").html("");
        $("#gr3").html("");

        window.setTimeout(sakrij,5000);
        function sakrij() {
            $("#confirmation").fadeOut(1000);
            $("#tbImePrezime").removeClass('success');
            $("#tbEmail").removeClass('success');
            $("#tbMessage").removeClass('success');
            $("#tbTema").removeClass('success');
        }
    }
}

changePage(1);
};

//Giveaway countdown timer
const months = [
    'January',
    'February',
    'March',
    'April',
```

```

    'May',
    'June',
    'July',
    'August',
    'September',
    'October',
    'November',
    'December',
  ];
  const weekdays = [
    'Sunday',
    'Monday',
    'Tuesday',
    'Wednesday',
    'Thursday',
    'Friday',
    'Saturday',
  ];
  const giveaway = document.querySelector('.giveaway');
  const deadline = document.querySelector('.deadline');
  const items = document.querySelectorAll('.deadline-format h4');

  let tempDate = new Date();
  let tempYear = tempDate.getFullYear();
  let tempMonth = tempDate.getMonth();
  let tempDay = tempDate.getDate();
  const futureDate = new Date(tempYear, tempMonth, tempDay + 10, 11, 30, 0);

  const year = futureDate.getFullYear();
  const hours = futureDate.getHours();
  const minutes = futureDate.getMinutes();

  let month = futureDate.getMonth();
  month = months[month];
  const weekday = weekdays[futureDate.getDay()];
  const date = futureDate.getDate();
  giveaway.textContent = `Playstation 5 giveaway starts on ${weekday}, ${date}
  ${month} ${year} ${hours}:${minutes}am`;

  const futureTime = futureDate.getTime();
  function getRemaindingTime() {
    const today = new Date().getTime();
    const t = futureTime - today;
    const oneDay = 24 * 60 * 60 * 1000;
    const oneHour = 60 * 60 * 1000;
  }

```

[Type here]

```
const oneMinute = 60 * 1000;
let days = t / oneDay;
days = Math.floor(days);
let hours = Math.floor((t % oneDay) / oneHour);
let minutes = Math.floor((t % oneHour) / oneMinute);
let seconds = Math.floor((t % oneMinute) / 1000);

const values = [days, hours, minutes, seconds];
function format(item) {
  if (item < 10) {
    return (item = `0${item}`);
  }
  return item;
}

items.forEach(function (item, index) {
  item.innerHTML = format(values[index]);
});

if (t < 0) {
  clearInterval(countdown);
  deadline.innerHTML = `

#### 


```



```

    }
}

$(document).ready(function(){
    // Dugme za show more
    $('.spoiler').hide();
    $('<input type="button" class="revealer btn btn-outline-light btn-sm"
value="Show more"/>').insertBefore('.spoiler');
    $('.revealer').click(function(){
        $(this).hide();
        $(this).next().slideToggle();
    });

    slajder();
});

//Slajder slike glavne vesti
function slajder() {
    var current = $('#slike .prikazi');
    var next = current.next().length ? current.next() :
current.parent().children(':first');

    current.fadeOut(1000);
    window.setTimeout(sakrij2,1000);
    function sakrij2() {
        current.hide().removeClass('prikazi');
        next.fadeIn().addClass('prikazi');
    }

    setTimeout(slajder, 5000);
}

//Promena slika hoverom
var srcPromena = function() {
    var $this = $(this);
    var noviSrc = $this.data('alt-src');
    $this.data('alt-src', $this.attr('src'));
    $this.attr('src', noviSrc);
}
$(function () {
    $('img.prom').hover(srcPromena, srcPromena);
});

//Show more dugme za vesti(Nestaje nakon sto se pojave sve vesti)

```

[Type here]

```
$(function () {  
    var brK1 = 0;  
    $(".testing2").slice(0, 2).show();  
    $("#loadMore").on('click', function (e) {  
        e.preventDefault();  
        $(".testing2:hidden").slice(0, 1).slideDown();  
        if ($.testing2:hidden).length == 0 {  
            $("#load").fadeOut('slow');  
        }  
        brK1 += 2;  
        if (brK1 >= (nizVestSrc.length-1)) {  
            $(".loaded").remove();  
        }  
    });  
});  
  
///jQuery Plugin Lightbox  
$(function() {  
    $('#gallery a').lightbox({  
        blur: true,  
        nav:false,  
        // minSize: 768  
    });  
});
```