<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8" />

  <title>RPG Webgame</title>

  <style>

    /\* make the page fill the window, no scrollbars \*/

    html, body {

      margin: 0;

      padding: 0;

      overflow: hidden;

      height: 100%;

    }

    /\* full-screen canvas \*/

    #gameCanvas {

      display: block;

      position: absolute;

      top: 0; left: 0;

      width: 100%; height: 100%;

      z-index: 0;

    }

    /\* drops panel fixed bottom-right \*/

    #dropsPanel {

      position: fixed;

      bottom: 20px;

      right: 20px;

      width: 220px;

      max-height: 300px;

      background: rgba(0,0,0,0.7);

      border: 2px solid #fff;

      padding: 8px;

      box-sizing: border-box;

      z-index: 10;

      overflow: hidden;

    }

    #dropsPanel h3 {

      margin: 0 0 4px;

      font: 14px "Press Start 2P", monospace;

      color: #fff;

    }

    #dropList {

      margin: 0;

      padding: 0;

      list-style: none;

      overflow-y: auto;

      max-height: 240px; /\* leaves room for header \*/

    }

    #dropList li {

      font: 12px "Press Start 2P", monospace;

      color: #fff;

      margin-bottom: 4px;

    }

  </style>

</head>

<body>

  <!-- The game will render here -->

  <canvas id="gameCanvas"></canvas>

  <!-- Only the drops panel remains -->

  <div id="dropsPanel">

    <h3>Last Drops</h3>

    <ul id="dropList"></ul>

  </div>

  <script src="js/main.js"></script>

</body>

</html>