I followed a tutorial to complete a full text-based adventure. First, I set up the button and text that I wanted to format. In CSS, I first created a box and set the text for the sentences. The . before the classes are calling for the keywords for HTML. Following the guide, I created a basic box that housed the sentences for the adventure game. Next, I implemented the actual code of the text adventure. I understand most of the code in it, and I made sure I knew how each element worked through experimentation. This was very helpful in trying to learn Javascript, CSS, and HTML. Because I didn’t have a good base before, I was able to use this tutorial to understand how everything worked together. I typed out each code, and when I was stuck, I was forced to examine where I went wrong. If I worked more on this, I would figure out how to read text from a txt file, to keep it neat and tidy. Right now, there is too much text in the Javascript and it makes it look clutter. Having a good base is good to build upon and to understand basics of Javascript and CSS.