



Front End Technologies Week 1 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. Create a website using only HTML. The website can be anything you like (within school guidelines) as long as it meets the following criteria – website must contain:
 - a. At least 3 pages
 - b. Links to navigate between all pages present on each page
 - c. A list
 - d. 3 images
 - e. 2 different size headers
 - f. A table
 - g. A form

Screenshots of Code:



PROMINEO TECH

```

Main.html X  DPS.html  Tanks.html  Healers.html
HTML Week 1 > Main.html > html > body > br
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta http-equiv="X-UA-Compatible" content="IE=edge">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <title>Document</title>
8  </head>
9  <body>
10
11      <h1>Welcome to the Overwatch Content Creator Experimental Card Patch Notes!</h1>
12
13      
14
15      <p>Please select the class you would like to see</p>
16
17      <div>
18          <a href="DPS.html">DPS</a>
19          <a href="Tanks.html">Tanks</a>
20          <a href="Healers.html">Healer</a>
21      </div>
22
23      <br>
24
25
26
27  <h4>Social Media links</h4>
28      <table>
29          <tr>
30              <th>Site</th>
31              <th>Link</th>
32          </tr>
33          <tr>
34              <td>Twitter</td>
35              <td><a href="https://twitter.com/PlayOverwatch">Link</a></td>
36          </tr>
37          <tr>
```

```

Main.html X  DPS.html  Tanks.html  Healers.html
HTML Week 1 > Main.html > html > body > br
37      <tr>
38          <td>Facebook</td>
39          <td><a href="https://www.facebook.com/PlayOverwatch">Link</a></td>
40      </tr>
41      <tr>
42          <td>Youtube</td>
43          <td><a href="https://www.youtube.com/PlayOverwatch">Link</a></td>
44      </tr>
45      <tr>
46          <td>Instagram</td>
47          <td><a href="https://www.instagram.com/playoverwatch/">Link</a></td>
48      </tr>
49      </table>
50
51      <br>
52
53      <div>
54          <a href="Main.html">Main page</a>
55          <a href="DPS.html">DPS</a>
56          <a href="Tanks.html">Tanks</a>
57          <a href="Healers.html">Healer</a>
58      </div>
59  </body>
```



PROMINEO TECH

```
HTML Week 1 > DPS.html > html > body
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5    <meta http-equiv="X-UA-Compatible" content="IE=edge">
6    <meta name="viewport" content="width=device-width, initial-scale=1.0">
7    <title>Document</title>
8  </head>
9  <body>
10
11    <h1>Damage Patch Notes</h1>
12
13    <div>
14      <a href="Main.html">Main page</a>
15      <a href="DPS.html">DPS</a>
16      <a href="Tanks.html">Tanks</a>
17      <a href="Healers.html">Healer</a>
18    </div>
19
20    <ul>
21      Damage Heroes
22      <li>Ashe</li>
23      <li>Bastion</li>
24      <li>Cassidy</li>
25      <li>Doomfist</li>
26      <li>Echo</li>
27      <li>Genji</li>
28      <li>Hanzo</li>
29      <li>Junkrat</li>
30      <li>Mei</li>
31      <li>Pharah</li>
32      <li>Reaper</li>
33      <li>Soldier 76</li>
34      <li>Sombra</li>
35      <li>Symmetra</li>
36      <li>Torbjorn</li>
37      <li>Tracer</li>
```

```
HTML Week 1 > DPS.html > html > body
38    <li>Widowmaker</li>
39  </ul>
40
41  <br>
42  
43  <h2>Ashe</h2>
44    <h3>Coach Gun</h3>
45    <p>Now has 2 charges instead of 1</p>
46
47    <h3>Dynamite</h3>
48    <p>Cooldown increased from 12 to 14 seconds</p>
49
50    <h3>The Viper</h3>
51    <p>Hip fire recovery reduced from 0.25 to 0.22 seconds from her main gun</p>
52
53    <h3>Take Aim</h3>
54    <p>Aiming down sights movement penalty reduced from 30% to 10% of her normal walking speed.</p> <br><br>
55
56
57  
58  <h2>Bastion</h2>
59    <h3>Configuration: Recon</h3>
60    <p>Bullet spread reduced by 15%</p>
61
62    <h3>Configuration: Tank</h3>
63    <p>Now grants 100 bonus armor</p>
64
65
66  
67  <h2>Cassidy</h2>
68    <h3>Peacekeeper (Secondary Fire)</h3>
69    <p>Damage increased from 50 to 55</p>
70
71    <h3>Combat Roll</h3>
72    <p>Now usable while airborne</p>
73
74    <h3>Flashbang</h3>
```

All img height is set to 200 excluding the one on the Main page



PROMINEO TECH

```

Main.html DPS.html X Tanks.html Healers.html
HTML Week 1 > DPS.html > html > body
74 <h4>Flashbang</h4>
75 <p>Cooldown increased from 10 to 12 seconds</p>
76
77 <h4>Deadeye</h4>
78 <p>Now spawns more tumbleweeds. Mind the thorns.</p> <br><br>
79
80
81 
82 <h2>Doomfist</h2>
83 <p>Health reduced from 250 to 225</p>
84
85 <h4>The Best Defense (Passive)</h4>
86 <p>Shields gained through normal abilities increased from 30 to 40 shields</p>
87
88 <h4>Meteor Strike</h4>
89 <p>Landing time after confirmation reduced from 1 to 0.05 seconds</p> <br><br>
90
91 
92 <h2>Echo</h2>
93 <p>No changes to Echo</p> <br><br>
94
95 
96 <h2>Genji</h2>
97 <h4>Cyber-Agility</h4>
98 <p>Wall climbing speed increased by 50%</p>
99 <p>Wall climbing now refunds Double Jump's availability</p>
100
101 <h4>Shuriken</h4>
102 <p>Recovery reduced from 0.68 seconds to 0.6 seconds</p> <br><br>
103
104
105 
106 <h2>Hanzo</h2>
107 <h4>Storm Arrows</h4>
108 <p>Now ricochet off surfaces up to 5 times</p>
109
110 <h4>Lunge</h4>
111
112 <p>Cooldown reduced from 5 to 3 seconds</p> <br><br>
113
114 
115 <h2>Junkrat</h2>
116 <h4>Total Mayhem</h4>
117 <p>Grenade count increased by 100% and drop in a 30% wide area upon death</p>
118
119 <h4>Frag Launcher</h4>
120 <p>Impact damage reduced from 40 to 30</p>
121 <p>Minimum explosion damage reduced from 10 to 8</p>
122
123 <h4>Concussion Mine</h4>
124 <p>Maximum damage increased from 120 to 125</p>
125 <p>Minimum damage reduced from 30 to 25</p> <br><br>
126
127 
128 <h2>Wei</h2>
129 <p>No changes to Wei</p> <br><br>
130
131 
132 <h2>Pharah</h2>
133 <h4>Hover Jets</h4>
134 <p>Holding crouch while airborne increases falling speed</p>
135
136 <h4>Concussive Blast</h4>
137 <p>Cooldown reduced from 9 to 8 seconds</p>
138
139 <h4>Jump Jet</h4>
140 <p>Cooldown reduced from 9 to 8 seconds</p> <br><br>
141
142
143 
144 <h2>Reaper</h2>
145 <h4>Shadow Step</h4>
146 <p>Movement speed increase by 40% for 6 seconds after ending Shadow Step</p>
147
148 <h4>Hellfire Shotguns</h4>
149 <p>Pellet spread reduced by 15%</p> <br><br>
150
151
152 
153 <h2>Soldier 76</h2>
154 <h4>Sprint</h4>
155 <p>Automatically reloads Heavy Pulse Rifle after 3 seconds of continuous use</p>
156
157 <h4>Tactical Visor</h4>
158 <p>Now increases Heavy Pulse Rifle damage by 10% while active</p> <br><br>
159
160 
161 <h2>Sombra</h2>
162 <h4>Hack</h4>
163 <p>Affected targets now take 20% increased damage from all sources for 3 seconds</p>
164 <p>Cooldown increased from 8 to 12 seconds</p>
165
166 <h4>Machine Pistol</h4>
167 <p>Bullet spread reduced by 10%</p> <br><br>
168
169 
170 <h2>Torbjorn</h2>
171 <h4>Rivet Gun</h4>
172 <p>Recovery time reduced from 0.6 seconds to 0.45 seconds</p>
173
174 <h4>Forge Hammer</h4>
175 <p>Damage increase from 55 to 75</p>
176
177 <h4>Overload</h4>
178 <p>Now increases Forge Hammer damage to 125 while active</p>
179
180 <h4>Deploy Turret</h4>
181 <p>Damage reduced from 14 to 11</p> <br><br>
182
183 
184 <h2>Tracer</h2>

```



PROMINEO TECH

```
HTML Week 1 > DPS.html > html > body
183 
184 </img>
185 <h2>Tracer</h2>
186 <h3>Recall</h3>
187 <p>Now restores all blink charges</p>
188 <p>Cooldown increased from 12 to 14</p>
189 <h3>Pulse Pistols</h3>
190 <p>Ammo increased from 40 to 50</p> <br><br>
191
192 
193 </img>
194 <h2>Widowmaker</h2>
195 <h3>Widow's Kiss</h3>
196 <p>Automatic fire minimum damage after falloff increased from, 3.9 to 5</p>
197 <p>Automatic fire maximum damage increased from 13 to 15</p>
198 <h3>Infra-Sight</h3>
199 <p>Now resets Grappling Hook's cooldown</p> <br><br>
200
201
202
203 <p>Please fill out the form below letting us know who you are most excited to play</p>
204 <form>
205
206 <input type="radio" name="characterChoice" value="Ashe"> Ashe
207 <input type="radio" name="characterChoice" value="Bastion"> Bastion
208 <input type="radio" name="characterChoice" value="Cassidy"> Cassidy
209 <input type="radio" name="characterChoice" value="Doomfist"> Doomfist
210 <input type="radio" name="characterChoice" value="Echo"> Echo
211 <input type="radio" name="characterChoice" value="Genji"> Genji
212 <input type="radio" name="characterChoice" value="Hanzo"> Hanzo
213 <input type="radio" name="characterChoice" value="Junkrat"> Junkrat
214 <input type="radio" name="characterChoice" value="Mei"> Mei
215 <input type="radio" name="characterChoice" value="Pharah"> Pharah
216 <input type="radio" name="characterChoice" value="Reaper"> Reaper
217 <input type="radio" name="characterChoice" value="Soldier 76"> Soldier 76
218 <input type="radio" name="characterChoice" value="Sombra"> Sombra
219 <input type="radio" name="characterChoice" value="Symmetra"> Symmetra
220
221
222
223
224 <input type="text" name="commentsAboutThatCharactersChange" placeholder="Leave a comment about that character's change you're excited to see">
225
226 <input type="submit" value="Submit">
227 </form>
228
229
```



PROMINEO TECH

```
HTML Week 1 > Tanks.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5    <meta http-equiv="X-UA-Compatible" content="IE=edge">
6    <meta name="viewport" content="width=device-width, initial-scale=1.0">
7    <title>Document</title>
8  </head>
9  <body>
10
11    <h1>Tanks Patch Notes</h1>
12
13    <div>
14      <a href="Main.html">Main page</a>
15      <a href="DPS.html">DPS</a>
16      <a href="Tanks.html">Tanks</a>
17      <a href="Healers.html">Healer</a>
18    </div>
19
20    <ul>
21      Tank Heroes
22      <li>D.Va</li>
23      <li>Orisa</li>
24      <li>Reinhardt</li>
25      <li>Roadhog</li>
26      <li>Sigma</li>
27      <li>Winston</li>
28      <li>Wrecking Ball</li>
29      <li>Zarya</li>
30    </ul>
31
32    D.Va</h2>
34    <p>Pilot D.Va melee damage increased from 30 to 100.</p>
35
36    <h4>Defense Matrix</h4>
37    <p>Size increased by 10%.</p>
38
39    <h4>Boosters</h4>
40    <p>Duration increased from 2 to 4 seconds</p>
41    <p>Speed increased by 25%</p>
42
43    <h4>Eject</h4>
44    <p>Eject now launches you at 15 meters per second up and 10 meters per second in the direction you're holding.</p> <br>
45
46    Orisa</h2>
48    <p>Health changed from 200 health and 250 armor to 1 health and 399 armor.</p>
49    <p>Now wears a Christmas hat.</p>
50
51    <h4>Protective Barrier</h4>
52    <p>Health reduced from 600 to 300.</p>
53    <p>Cooldown reduced from 10 to 8 seconds.</p>
54
55    <h4>Fusion Driver</h4>
56    <p>No longer slowed while firing.</p>
57
58    <h4>Fortify</h4>
59    <p>Duration increased from 4 to 6 seconds.</p>
60    <p>Can now be headshot while using Fortify.</p>
61
62    <h4>Halt</h4>
63    <p>Cooldown reduced from 6 to 4 seconds.</p> <br>
64
65    Reinhardt</h2>
67    <p>Armor health increased from 200 to 225 (For a total of 525 health).</p>
68
69    <h4>Barrier Field</h4>
70    <p>Health of barrier increased from 1600 to 2000.</p>
71
72    <h4>Fire Strike</h4>
73
74    <h4>Fire Strike</h4>
75    <p>Damage reduced from 100 to 80.</p>
76    <p>Now has 2 charges.</p>
77    <p>Projectile speed increased by 100%.</p>
78
79    <h4>Earthshatter</h4>
80    <p>Knockdown duration increased from 2.5 to 3 seconds.</p>
81    <p>Now deals 400 damage in a 1.5m radius around the impact point where the hammer hits the ground.</p>
82    <p>Blocking enemy Earthshatter now plays the voice line "You shame yourself".</p>
83    <p>Blocking an enemy Earthshatter now shows up in the Kill feed using Reinhardt's shield icon.</p>
84
85    <h4>Steadfast</h4>
86    <p>Knockback resistance increased from 30% to 40%.</p>
87
88    <h4>Charge</h4>
89    <p>Can now be ended early by pressing the Charge key a second time.</p> <br>
90
91    Roadhog</h2>
93    <p>Maximum health reduced from 600 to 500.</p>
94    <p>Scrap Cannon pellet damage reduced from 6.6 down to 5.0 each.</p>
95
96    <h4>Chain Hook</h4>
97    <p>Impact damage increased from 30 to 70.</p>
98    <p>Cooldown reduced from 8 to 6.</p>
99
100    <h4>Take a Breathe</h4>
101    <p>Healing reduced from 300 to 250 to match his new health pool.</p>
102
103    <h4>Whole Hog</h4>
104    <p>Now lifts Roadhog while using it if he is pointed downwards.</p> <br>
105
106    Sigma</h2>
108    <p>Health increased from 300 to 400 (for a total of 500 including personal shield).</p>
109    <p>Sigma is now able to hold Jump while airborne to slow his descent.</p>
110
111
```



PROMINEO TECH

```
HTML Week 1 > Tanks.html X Healers.html
110 <!-- Sigma is now more agile and jump higher allowing him to jump over obstacles -->
111
112 <h4>Experimental Barrier</h4>
113 <p>Ability is disabled entirely</p>
114
115 <h4>Accretion</h4>
116 <p>Impact damage from the rock is increased from 30 to 40</p>
117 <p>Explosion damage increased from 40 to 50</p>
118 <p>Rock is now susceptible to abilities like Reflect, Deflect, or Defense Matrix</p>
119 <p>Sigma now used his "Yes" voice line after every use</p>
120
121 <h4>Kinetic Grasp</h4>
122 <p>Cooldown reduced from 12 to 8 seconds</p>
123 <p>Now increases Sigma's movement speed by 100% while active</p> <br><br>
124
125
126
127 Winston</h2>
129 <p>Knockback effects are now 30% less effective against Winston</p>
130 <p>Deals 100% more damage to deployable objects such as barriers, turrets, ect.</p>
131 <h4>Jump Pack</h4>
132 <p>Now deals up to 100 damage to enemies within a 4 meter radius of the launch location</p>
133
134 <h4>Primal Rage</h4>
135 <p>Health bonus increased from 500 to 1,000, giving Winston a total of 1,500 health while in Primal Rage</p> <br><br>
136
137
138 Wrecking Ball</h2>
140 <h4>Grappling Claw</h4>
141 <p>Max duration one can latch on for is 3.5 seconds</p>
142
143 <h4>Roll</h4>
144 <p>Jump height is increased by 100%</p>
145 <p>Full speed impact damage on collisions reduced; from 50 to 40 damage</p>
146 <p>Can now change directions a lot more quickly and easily</p>
147
148 <h4>Filedriver</h4>
149
150
151
152
153 <h4>Adaptive Shield</h4>
154 <p>Shields granted per target reduced from 75 to 50</p>
155 <p>Duration increased from 9 to 12 seconds</p>
156 <p>Cooldown reduced from 15 to 12 seconds</p> <br><br>
157
158
159 Zarya</h2>
161 <h4>Particle Cannon (Primary Fire)</h4>
162 <p>Primary fire minimum damage increased from 75 to 85 damage per second</p>
163
164 <h4>Particle Cannon (Secondary Fire)</h4>
165 <p>Alt fire explosions no longer hurt self</p>
166 <p>Alt fire knockback increased by 150%</p>
167
168 <h4>Particle Barrier</h4>
169 <p>Health increases from 200 to 250 per bubble</p>
170 <p>Size of bubble increased by 50%</p>
171
172 <h4>Projected Barrier</h4>
173 <p>Health increases from 200 to 250 per bubble</p>
174 <p>Size of bubble increased by 50%</p>
175
176
177
178
179
180 <form>
181 <input type="radio" name="characterChoice" value="Dva"> Dva
182 <input type="radio" name="characterChoice" value="Orisa"> Orisa
183 <input type="radio" name="characterChoice" value="Reinhardt"> Reinhardt
184 <input type="radio" name="characterChoice" value="Roadhog"> Roadhog
185 <input type="radio" name="characterChoice" value="Sigma"> Sigma
186 <input type="radio" name="characterChoice" value="Winston"> Winston
187 <input type="radio" name="characterChoice" value="Wrecking Ball"> Wrecking Ball
188 <input type="radio" name="characterChoice" value="Zarya"> Zarya
189 <input type="text" name="commentsAboutThatCharactersChange" placeholder="Leave a comment about that character's change you're excited to see">
190
191 <input type="submit" value="Submit">
192 </form>
193
194
195
196
197
198
199
200
201
202
203
204 <div>
205 <a href="Main.html">Main page</a>
206 <a href="DPS.html">DPS</a>
207 <a href="Tanks.html">Tanks</a>
208 <a href="Healers.html">Healer</a>
209 </div>
210 </body>
211
```




PROMINEO TECH

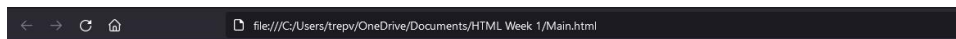
```
HTML Week 1 > > Healers.html > > html > > body > > form
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8">
5 <meta http-equiv="X-UA-Compatible" content="IE=edge">
6 <meta name="viewport" content="width=device-width, initial-scale=1.0">
7 <title>Document</title>
8 </head>
9 <body>
10
11 <h1>Healers Patch Notes</h1>
12
13 <div>
14 <a href="Main.html">Main page</a>
15 <a href="DPS.html">DPS</a>
16 <a href="Tanks.html">Tanks</a>
17 <a href="Healers.html">Healers</a>
18 </div>
19
20 <ul>
21 <li>Healer Heroes
22 <li>Ana</li>
23 <li>Baptiste</li>
24 <li>Brigitte</li>
25 <li>Lucio</li>
26 <li>Mercy</li>
27 <li>Moira</li>
28 <li>Zenyatta</li>
29 </ul>
30
31 
32 <h2>Ana</h2>
33 <h3>Sleep Dart</h3>
34 <p>Eliminating sleeping target resets the cooldown</p>
35
36 <h3>Nano Boost</h3>
37 <p>Now can self-boost when used without a target</p>
38
39 
40 <h2>Baptiste</h2>
41 <h3>Biotic Launchers</h3>
42 <p>Healing grenades now affect Baptiste as well</p>
43
44 <h3>Regenerative Burst</h3>
45 <p>Now damages nearby enemies instead of healing allies</p>
46
47 <h3>Exo-Boost</h3>
48 <p>Now deals 40 damage to all enemies upon landing within 4 meters</p>
49
50
51 
52 <h2>Brigitte</h2>
53 <h3>Inspire</h3>
54 <p>No longer heals allies but instead reduces the cooldown of Repair Pack by 0.5 seconds</p>
55
56 <h3>Repair Pack</h3>
57 <p>Changes increased from 3 to 5</p>
58
59
60 
61 <h2>Lucio</h2>
62 <h3>Sound Barrier</h3>
63 <p>Cost reduced by 100</p>
64 <p>Now deals massive damage to enemies Lucio lands directly on top of</p>
65
66 <h3>Sonic Amplifier (primary)</h3>
67 <p>Fire rate increased by 15% while Wall Riding. After 1 second of Wall Riding, the bonus is reduced to 7% instead of 15%</p>
68
69
70 
71 <h2>Mercy</h2>
72 <h3>Valkyrie</h3>
73 <p>Killing Blows extend Valkyrie's duration by 3 seconds</p>
74
75 <h3>Caduceus Staff</h3>
76 <p>Healing now reduces from 55 healing per second to 40 over the course of 2 seconds while connected to a target</p>
77 <p>Healing returns to normal Healing per second over 2 seconds while not active</p>
78
79 <h3>Resurrect</h3>
80 <p>Can now be canceled by using Secondary Fire while channeling, refunds 50% of its cooldown upon cancelling</p>
81
82
83 
84 <h2>Moira</h2>
85 <h3>Biotic Grasp (Primary Fire)</h3>
86 <p>Now consumes Moira's own health if used while out of healing energy</p>
87
88 <h3>Biotic Orb</h3>
89 <p>Allies that receive the last 100 healing from the same Biotic Orb are cleaned of all status effects</p>
90 <p>Enemies that suffer at least 100 damage from the same Biotic Orb are slowed by 30% for 1.5 seconds</p>
91
92 <h3>Fade</h3>
93 <p>Now cleanses status effects from allies Moira Passes through and allied players that are around her when Fade ends</p>
94
95
96 
97 <h2>Zenyatta</h2>
98 <h3>Discord Orb</h3>
99 <p>Damage amplification reduced from 25% to 20%</p>
100 <p>Can now be applied to attackable objects like barriers or turrets</p>
101 <p>No longer reveals the position of its target through line of sight</p>
102 <p>Line of sight return time reduced from 3 seconds to 1.5 seconds</p>
103
104 <h3>Harmony Orb</h3>
105 <p>Line of sight return time reduced from 3 seconds to 1.5 seconds</p>
106
107 <h3>Transcendence</h3>
108 <p>Total healing reduced from 1800 to 1200</p>
109 <p>Now applies Discord Orb to nearby enemies</p>
110
```




PROMINEO TECH

```
HTML Week 1 > Healers.html > html > body > form
107 <h3>Transcendence</h3>
108 <p>Total healing reduced from 1800 to 1200.</p>
109 <p>Now applies Discord Orb to nearby enemies</p> <br><br>
110
111
112 <form>
113 <input type="radio" name="characterChoice" value="Ana"> Ana
114 <input type="radio" name="characterChoice" value="Baptiste"> Baptiste
115 <input type="radio" name="characterChoice" value="Brigitte"> Brigitte
116 <input type="radio" name="characterChoice" value="Lucio"> Lucio
117 <input type="radio" name="characterChoice" value="Mercy"> Mercy
118 <input type="radio" name="characterChoice" value="Moira"> Moira
119 <input type="radio" name="characterChoice" value="Zenyatta"> Zenyatta
120 <input type="text" name="commentsaboutThatCharactersChange" placeholder="Leave a comment about that character's change you're excited to see">
121
122 <input type="submit" value="Submit">
123 </form>
124
125
126
127 <div>
128 <a href="Main.html">Main page</a>
129 <a href="DPS.html">DPS</a>
130 <a href="Tanks.html">Tanks</a>
131 <a href="Healers.html">Healer</a>
132 </div>
133 </body>
134
```

Screenshots of Running Application:



Welcome to the Overwatch Content Creator Experimental Card Patch Notes!



Please select the class you would like to see

[DPS](#) [Tanks](#) [Healer](#)

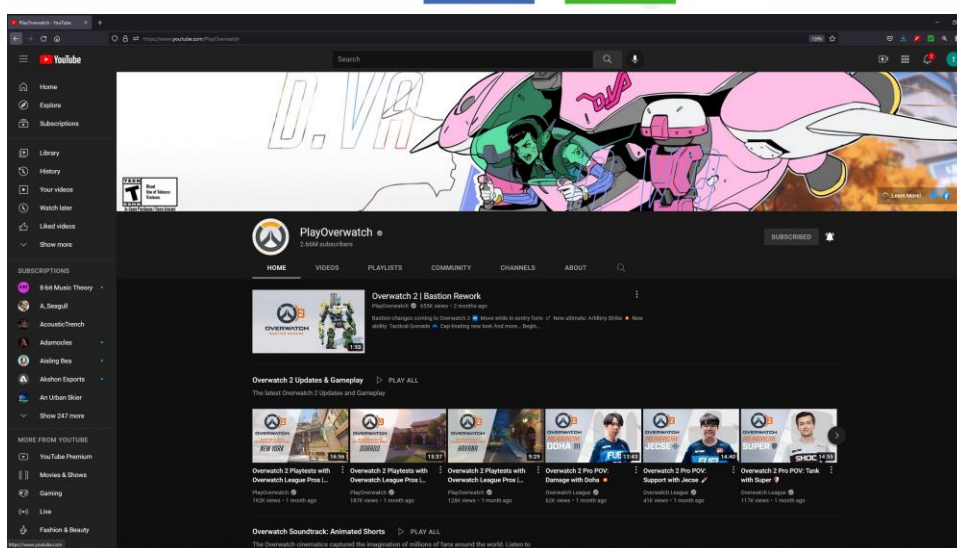
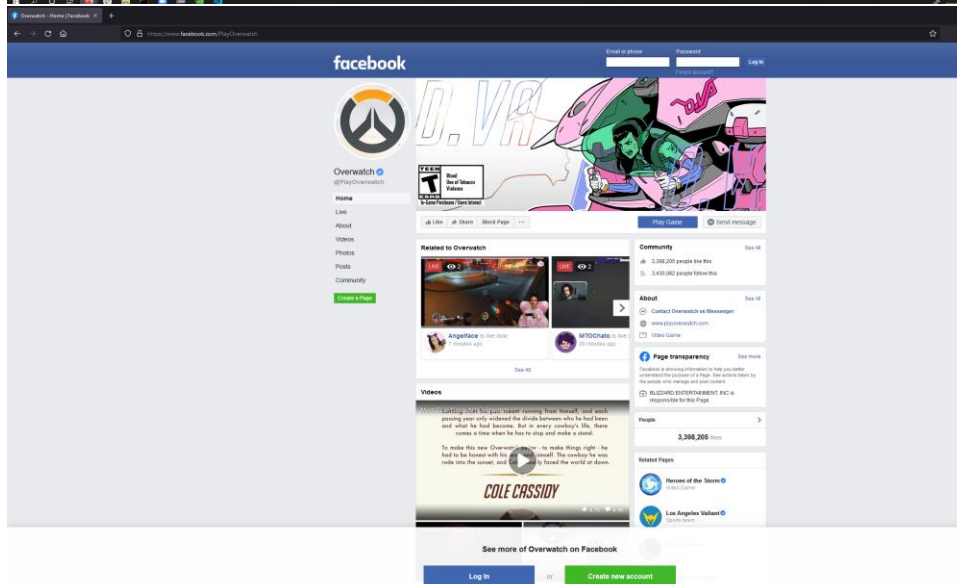
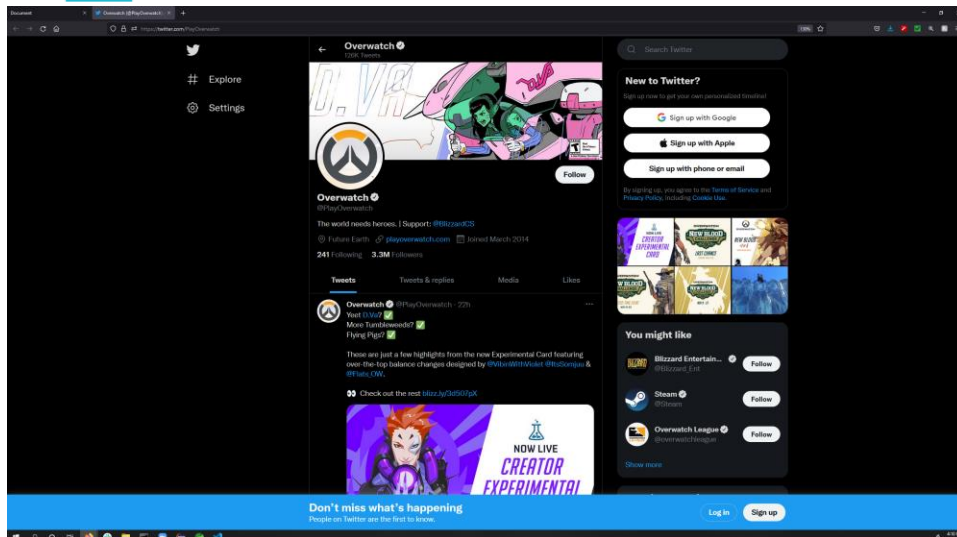
Social Media links

Site	Link
Twitter	Link
Facebook	Link
Youtube	Link
Instagram	Link

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

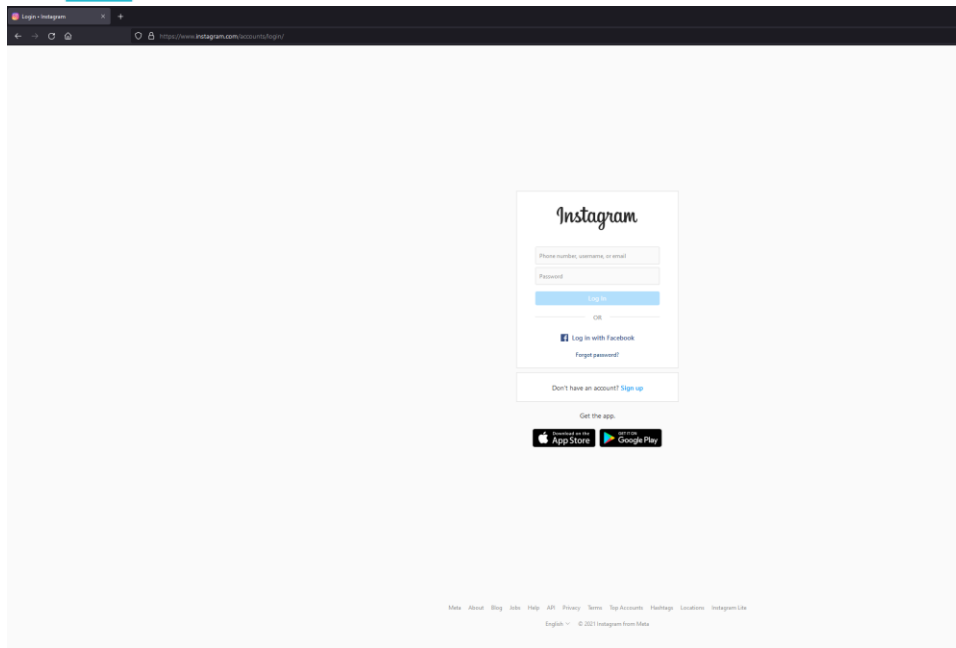


PROMINEO TECH





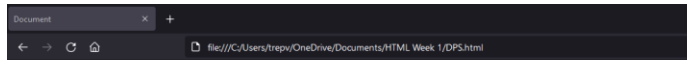
PROMINEO TECH



My computer won't let me log into instagram to show that the code works full but it did go through.



PROMINEO TECH



Damage Patch Notes

[Main page DPS Tanks Healer](#)

Damage Heroes

- Ashe
- Bastion
- Cassidy
- Doomfist
- Echo
- Genji
- Hanzo
- Junkrat
- Mei
- Pharah
- Reaper
- Soldier 76
- Sombra
- Symmetra
- Torbjörn
- Tracer
- Widowmaker



Ashe

Coach Gun

Now has 2 charges instead of 1

Dynamite

Cooldown increased from 12 to 14 seconds

The Viper

Hip fire recovery reduced from 0.25 to 0.22 seconds from her main gun

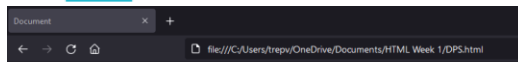
Take Aim

Aiming down sights movement penalty reduced from 30% to 10% of her normal walking speed.





PROMINEO TECH



Aiming down sights movement penalty reduced from 30% to 10% of her normal walking speed.



Bastion

Configuration: Recon

Bullet spread reduced by 15%

Configuration: Tank

Now grants 100 bonus armor



Cassidy

Peacekeeper (Secondary Fire)

Damage increased from 50 to 55

Combat Roll

Now usable while airborne

Flashbang

Cooldown increased from 10 to 12 seconds

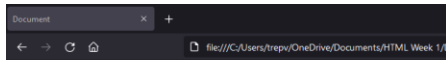
Deadeye

Now spawns more tumbleweeds. Mind the thorns.





PROMINEO TECH



Doomfist

Health reduced from 250 to 225

The Best Defense (Passive)

Shields gained through normal abilities increased from 30 to 40 shield

Meteor Strike

Landing time after confirmation reduced from 1 to 0.05 seconds



Echo

No changes to Echo



Genji

Cyber-Agility

Wall climbing speed increased by 50%

Wall climbing now refunds Double Jump's availability

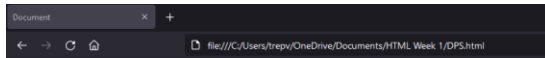
Shuriken

Recovery reduced from 0.68 seconds to 0.6 seconds





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Hanzo

Storm Arrows

Now ricochet off surfaces up to 5 times

Lunge

Cooldown reduced from 5 to 3 seconds



Junkrat

Total Mayhem

Grenade count increased bby 100% and drop in a 30% wide area upon death

Frag Launcher

Impact damage reduced from 40 to 30

Minimum explosion damage reduced from 10 to 8

Concussion Mine

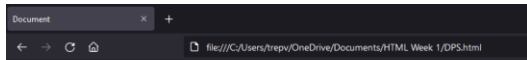
Maximum damage increased from 120 to 125

Minimum damage reduced from 30 to 25





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Mei

No changes to Mei



Pharah

Hover Jets

Holding crouch while airborne increases falling speed

Concussive Blast

Cooldown reduced from 9 to 8 seconds

Jump Jet

Cooldown reduced from 9 to 8 seconds



Reaper

Shadow Step

Movement speed increase by 40% for 6 seconds after ending Shadow Step

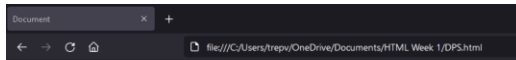
Hellfire Shotguns

Pellet spread reduced by 15%





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Soldier 76

Sprint

Automatically reloads Heavy Pulse Rifle after 3 seconds of continuous use

Tactical Visor

Now increases Heavy Pulse Rifle damage by 10% while active



Sombra

Hack

Affected targets now take 20% increased damage from all sources for 3 seconds

Cooldown increased from 8 to 12 seconds

Machine Pistol

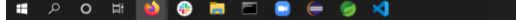
Bullet spread reduced by 10%



Torbjorn

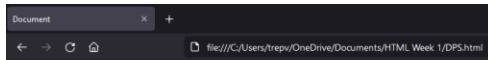
Rivet Gun

Recovery time reduced from 0.6 seconds to 0.45 seconds





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Torbjorn

Rivet Gun

Recovery time reduced from 0.6 seconds to 0.45 seconds

Forge Hammer

Damage increase from 55 to 75

Overload

Now increases Forge Hammer damage to 125 while active

Deploy Turret

Damage reduced from 14 to 11



Tracer

Recall

Now restores all Blink charges

Cooldown increased from 12 to 14

Pulse Pistols

Ammo increased from 40 to 50





PROMINEO TECH



Overload

Now increases Forge Hammer damage to 125 while active

Deploy Turret

Damage reduced from 14 to 11



Tracer

Recall

Now restores all Blink charges

Cooldown increased from 12 to 14

Pulse Pistols

Ammo increased from 40 to 50



Widowmaker

Widow's Kiss

Automatic fire minimum damage after falloff increased from, 3.9 to 5

Automatic fire maximum damage increased from 13 to 15

Infra-Sight

Now resets Grappling Hook's cooldown

Please fill out the form below letting us know who you are most excited to play

☐ Ashe ☐ Bastion ☐ Cassidy ☐ Doomfist ☐ Echo ☐ Genji ☐ Hanzo ☐ Junkrat ☐ Mei ☐ Pharah ☐ Reaper ☐ Soldier 76 ☐ Sombra ☐ Symmetra ☐ Torbjorn ☐ Tracer ☐ Widowmaker

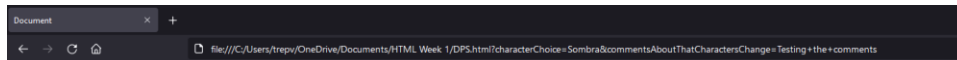
[Main page](#) [DPS](#) [Tanks](#) [Healer](#)



Please fill out the form below letting us know who you are most excited to play

☐ Ashe ☐ Bastion ☐ Cassidy ☐ Doomfist ☐ Echo ☐ Genji ☐ Hanzo ☐ Junkrat ☐ Mei ☐ Pharah ☐ Reaper ☐ Soldier 76 ☒ Sombra ☐ Symmetra ☐ Torbjorn ☐ Tracer ☐ Widowmaker

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

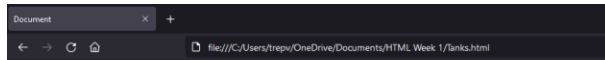


Damage Patch Notes

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)



PROMINEO TECH



Tanks Patch Notes

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

Tank Heroes

- D.Va
- Orisa
- Reinhardt
- Roadhog
- Sigma
- Winston
- Wrecking Ball
- Zarya



D.Va

Pilot D.Va melee damage increased from 30 to 100

Defense Matrix

Size increased by 10%

Boosters

Duration increased from 2 to 4 seconds

Speed increased by 25%

Eject!

Eject now launches you at 15 meters per second up and 10 meters per second in the direction you're holding



Orisa

Health changed from 200 health and 250 armor to 1 health and 399 armor

Now wears a Christmas hat

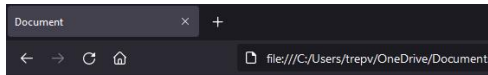
Protective Barrier

Health reduced from 600 to 300





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Orisa

Health changed from 200 health and 250 armor to 1 health and 399 armor

Now wears a Christmas hat

Protective Barrier

Health reduced from 600 to 300

Cooldown reduced from 10 to 8 seconds

Fusion Driver

No longer slowed while firing

Fortify

Duration increased from 4 to 6 seconds

Can now be headshot while using Fortify

Halt

Cooldown reduced from 6 to 4 seconds



Reinhardt



PROMINEO TECH



Cooldown reduced from 6 to 4 seconds



Reinhardt

Armor health increased from 200 to 225 (For a total of 525 health)

Barrier Field

Health of barrier increased from 1600 to 2000

Fire Strike

Damage reduced from 100 to 80

Now has 2 charges

Projectile speed increased by 100%

Earthshatter

Knockdown duration increased from 2.5 to 3 seconds

Now deals 400 damage in a 1.5m radius around the impact point where the hammer hits the ground

Blocking enemy Earthshatter now plays the voice line "You shame yourself"

Blocking an enemy Earthshatter now shows up in the kill feed using Reinhardt's shield icon

Steadfast

Knockback resistance increased from 30% to 40%

Charge

Can now be ended early by pressing the Charge key a second time



Roadhog

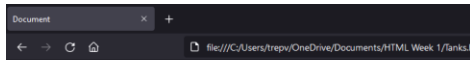
Maximum health reduced from 600 to 500

Scrap Cannon pellet damage reduced from 6.6 down to 5.0 each





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Roadhog

Maximum hhealth reduced from 600 to 500

Scrap Cannon pellet damage reduced from 6.6 down to 5.0 each

Chain Hook

Impact damage increased from 30 to 70

Cooldown reduced from 8 to 6

Take a Breather

Healing reduced from 300 to 250 to match his new health pool

Whole Hog

Now lifts Roadhog while using it if he is pointed downward



Sigma

Health increased from 300 to 400 (for a total of 500 including personal shield)

Sigma is now able to hold Jump while airborne to slow his descent

Experimental Barrier

Ability is disabled entirely

Accretion

Impact damage from the rock is increased from 30 to 40

Explosion damage increased from 40 to 50

Rock is now susceptible to abilities like Reflect, Deflect, or Defense Matrix

Sigma now used his "Yes" voice line after every use

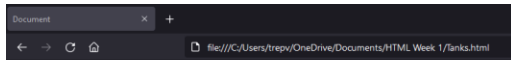
Kinetic Grasp

Cooldown reduced from 12 to 8 seconds





PROMINEO TECH



Sigma

Health increased from 300 to 400 (for a total of 500 including personal shield)
Sigma is now able to hold Jump while airborne to slow his descent

Experimental Barrier

Ability is disabled entirely

Accretion

Impact damage from the rock is increased from 30 to 40
Explosion damage increased from 40 to 50
Rock is now susceptible to abilities like Reflect, Deflect, or Defense Matrix
Sigma now used his "Yes" voice line after every use

Kinetic Grasp

Cooldown reduced from 12 to 8 seconds
Now increases Sigma's movement speed by 100% while active



Winston

Knockback effects are now 30% less effective against Winston
Deals 100% more damage to deployable objects such as barriers, turrets, ect.

Jump Pack

Now deals up to 100 damage to enemies within a 4 meter radius of the launch location

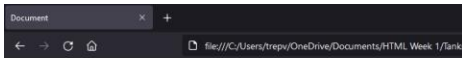
Primal Rage

Health bonus increased from 500 to 1,000, giving Winston a total of 1,500 health while in Primal Rage





PROMINEO TECH



Wrecking Ball

Grappling Claw

Max duration one can latch on for is 3.5 seconds

Roll

Jump height is increased by 100%

Full speed impact damage on collisions reduced: from 50 to 40 damage

Can now change directions a lot more quickly and easily

Piledriver

Minimum damage reduced from 20 down to 15 damage

Maximum damage reduced from 100 down to 80 damage

Cooldown reduced from 10 to 8 seconds

Can now be used from a slightly lower height to initiate

Adaptive Shield

Shields granted per target reduced from 75 to 50

Duration increased from 9 to 12 seconds

Cooldown reduced from 15 to 12 seconds



Zarya

Particle Cannon (Primary Fire)

Primary fire minimum damage increased from 75 to 85 damage per second

Particle Cannon (Secondary Fire)

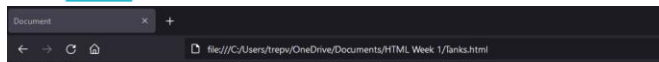
Alt fire explosions no longer hurt self

Alt fire knockback increased by 150%





PROMINEO TECH



Grappling Claw

Max duration one can latch on for is 3.5 seconds

Roll

Jump height is increased by 100%

Full speed impact damage on collisions reduced from 50 to 40 damage

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Cooldown reduced from 10 to 8 seconds

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Zarya

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Primary fire minimum damage increased from 75 to 85 damage per second

Particle Cannon (Secondary Fire)

Alt fire explosions no longer hurt self

Alt fire knockback increased by 150%

Particle Barrier

Health increases from 200 to 250 per bubble

Size of bubble increased by 50%

Projected Barrier

Health increases from 200 to 250 per bubble

Size of bubble increased by 50%

☐ D.Va ☐ Orisa ☐ Reinhardt ☐ Roadhog ☐ Sigma ☐ Winston ☐ Wrecking Ball ☐ Zarya

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

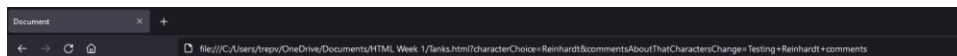


Health increases from 200 to 250 per bubble

Size of bubble increased by 50%

☐ D.Va ☐ Orisa ☒ Reinhardt ☐ Roadhog ☐ Sigma ☐ Winston ☐ Wrecking Ball ☐ Zarya

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)



Tanks Patch Notes

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

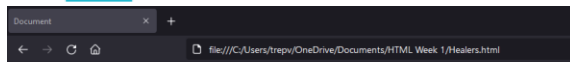
- Tank Heroes
- D.Va
- Orisa
- Reinhardt
- Roadhog
- Sigma
- Winston
- Wrecking Ball
- Zarya



...



PROMINEO TECH



Healers Patch Notes

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

Healer Heroes

- Ana
- Baptiste
- Brigitte
- Lucio
- Mercy
- Moira
- Zenyatta



Ana

Sleep Dart

Eliminating sleeping target resets the cooldown

Nano Boost

Now can self-boost when used without a target



Baptiste

Biotic Launcher

Healing Grenades now affect Baptiste as well

Regenerative Burst

Now damages nearby enemies instead of healing allies

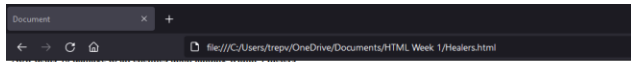
Exo-Boots

Now deals 40 damage to all enemies upon landing within 4 meters





PROMINEO TECH



Brigitte

Inspire

No longer heals allies but instead reduces the cooldown of Repair Pack by 0.5 seconds

Repair Pack

Changes increased from 3 to 5



Lucio

Sound Barrier

Cost reduced by 30%

Now deals massive damage to enemies Lucio lands directly of top of

Sonic Amplifier (primary)

Fire rate increased by 15% while Wall Riding. After 1 second of Wall Riding, the bonus is reduced to 7% instead of 15%



Mercy

Valkyrie





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Mercy

Valkyrie

Killing Blows extend Valkyrie's duration by 3 seconds

Caduceus Staff

Healing now reduces from 55 healing per second to 40 over the course of 2 seconds while connected to a target

Healing returns to normal Healing per second over 2 seconds while not active.

Resurrect

Can now be canceled by using Secondary Fire while channeling, refunds 50% of its cooldown upon cancelling



Moira

Biotic Grasp (Primary Fire)

Now consumes Moira's own health if used while out of healing energy

Biotic Orb

Allies that receive the last 100 healing from the same Biotic Orb are cleaned of all status effects.

Enemies that suffer at least 100 damage from the same Biotic Orb are slowed by 30% for 1.5 seconds

Fade

Now cleanses status effects from allies Moira Passes through and allied players that are around her when Fade ends





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Moira

Biotic Grasp (Primary Fire)

Now consumes Moira's own health if used while out of healing energy

Biotic Orb

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Enemies that suffer at least 100 damage from the same Biotic Orb are slowed by 30% for 1.5 seconds

Fade

Now cleanses status effects from allies Moira Passes through and allied players that are around her when Fade ends



Zenyatta

Discord Orb

Damage amplification reduced from 25% to 20%

Can now be applied to attackable objects like barriers or turrets

No longer reveals the position of its target through line of sight

Line of sight return time reduced from 3 seconds to 1.5 seconds

Harmony Orb

Line of sight return time reduced from 3 seconds to 1.5 seconds

Transcendence

Total healing reduced from 1800 to 1200

Now applies Discord Orb to nearby enemies

☐ Ana ☐ Baptiste ☐ Brigitte ☐ Lucio ☐ Mercy ☐ Moira ☐ Zenyatta

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)



Total healing reduced from 1800 to 1200

Now applies Discord Orb to nearby enemies

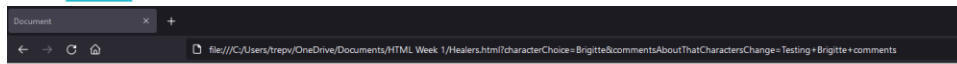
☐ Ana ☐ Baptiste ☒ Brigitte ☐ Lucio ☐ Mercy ☐ Moira ☐ Zenyatta

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)





PROMINEO TECH



Healers Patch Notes

[Main page](#) [DPS](#) [Tanks](#) [Healer](#)

Healer Heroes

- Ana
- Baptiste
- Brigitte
- Lucio
- Mercy
- Moira
- Zenyatta



Ana

Sleep Dart

Eliminating sleeping target resets the cooldowns

Nano Boost

URL to GitHub Repository:

<https://github.com/trepvox/HTML-Week-1.git>