



Front End Technologies Week 2 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 JavaScript 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. Style the website you made last week using CSS. Below are the requirements:
 - a. Use only external CSS file (no internal or inline styling)
 - b. Every element must be styled
 - c. Create style rules using class, id, and element selectors

Screenshots of Code:



PROMINEO TECH

File Edit Selection View Go Run Terminal Help Main.html - Untitled (Workspace) - Visual Studio Code

```
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   <link rel="stylesheet" href="style.css">
9 </head>
10 <body>
11   <div class="Background">
12     <div class="Menu">
13       <h3>Welcome to the Overwatch Content Creator Experimental Card Patch Notes!</h3>
14       
15       <div class="MiscellaneousParagraphs">
16         <p>Please select the class you would like to see:</p>
17       </div>
18       <div class="Links">
19         <a href="Main.html">Main page</a>
20         <a href="DPS.html">DPS</a>
21         <a href="Tanks.html">Tanks</a>
22         <a href="Healers.html">Healer</a>
23       </div>
24       <br>
25     </div>
26   </div>
27   <div class="CharacterName">
28     <h3>Social Media Links</h3>
29   </div>
30   <div class="SocialMedia">
31     <table class="SocialMedia">
32       <tr>
33         <th>Site</th>
34         <th>Link</th>
35       </tr>
36       <tr>
37         <td>Twitter</td>
38         <td><a href="https://twitter.com/PlayOverwatch">Link</a></td>
39       </tr>
40       <tr>
41         <td>Facebook</td>
42         <td><a href="https://www.facebook.com/playoverwatch">Link</a></td>
43       </tr>
44       <tr>
45         <td>YouTube</td>
46         <td><a href="https://www.youtube.com/PlayOverwatch">Link</a></td>
47       </tr>
48       <tr>
49         <td>Instagram</td>
50         <td><a href="https://www.instagram.com/playoverwatch/">Link</a></td>
51       </tr>
52     </table>
53   </div>
54 </div>
55 </body>
```

File Edit Selection View Go Run Terminal Help Main.html - Untitled (Workspace) - Visual Studio Code

```
24   <a href="DPS.html">DPS</a>
25   <a href="Tanks.html">Tanks</a>
26   <a href="Healers.html">Healer</a>
27 <br>
28 </div>
29 <div class="CharacterName">
30   <h3>Social Media links</h3>
31 </div>
32 <table class="SocialMedia">
33   <tr>
34     <th>Site</th>
35     <th>Link</th>
36   </tr>
37   <tr>
38     <td>Twitter</td>
39     <td><a href="https://twitter.com/PlayOverwatch">Link</a></td>
40   </tr>
41   <tr>
42     <td>Facebook</td>
43     <td><a href="https://www.facebook.com/playoverwatch">Link</a></td>
44   </tr>
45   <tr>
46     <td>YouTube</td>
47     <td><a href="https://www.youtube.com/PlayOverwatch">Link</a></td>
48   </tr>
49   <tr>
50     <td>Instagram</td>
51     <td><a href="https://www.instagram.com/playoverwatch/">Link</a></td>
52   </tr>
53 </table>
54 </div>
55 </body>
```

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

```
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   <link rel="stylesheet" href="style.css">
9 </head>
10 <body>
11   <div class="Background">
12     <div class="Headline">
13       <h1>Damage Patch Notes</h1>
14     </div>
15     <div class="Links">
16       <a href="Main.html">Main page</a>
17       <a href="DPS.html">DPS</a>
18       <a href="Tanks.html">Tanks</a>
19       <a href="Healers.html">Healer</a>
20     </div>
21     <div class="CharacterList">
22       <ul>
23         <li>Damage Heroes
24           <ul>
25             <li>Ash</li>
26             <li>Bastion</li>
27             <li>Cassidy</li>
28             <li>D.Va</li>
29             <li>Echo</li>
30             <li>Genji</li>
31             <li>Hanzo</li>
32             <li>Junkrat</li>
33             <li>Mei</li>
34             <li>Pharah</li>
35             <li>Reaper</li>
36             <li>Sigma</li>
37             <li>Tracer</li>
38           </ul>
39         </li>
40       </ul>
41     </div>
42   </div>
```



PROMINEO TECH

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > DPS.html > DPS.html > tanks.html M Healers.html M style.css U

```
38     <li>Soldier 76</li>
39     <li>Sombra</li>
40     <li>Symmetra</li>
41     <li>Torbjorn</li>
42     <li>Tracer</li>
43     <li>Widowmaker</li>
44   </ul>
45 </div>
46
47
48 <br>
49 
50 <div class="CharacterName">
51   <h2>Ashe</h2>
52 </div>
53
54   <div class="BackgroundBox">
55     <div class="Updates">
56       <div>coach gun</div>
57       <ul>
58         <li>Now has 2 charges instead of 1</li>
59       </ul>
60
61       <div>dynamite</div>
62       <ul>
63         <li>Cooldown increased from 12 to 14 seconds</li>
64       </ul>
65
66       <div>the Viper</div>
67       <ul>
68         <li>Hip fire recovery reduced from 0.25 to 0.22 seconds from her main gun</li>
69       </ul>
70
71     <div>Take Aim</div>
72     <ul>
73       <li>Aiming down sights movement penalty reduced from 30% to 10% of her normal walking speed.</li>
74     </ul>
75   </div>
76 </div>
77 </div>
78 <br>
79
80 
81 <div class="CharacterName">
82   <h2>Bastion</h2>
83 </div>
84
85   <div class="BackgroundBox">
86     <div class="Updates">
87       <div>Configuration: Recon</div>
88       <ul>
89         <li>Bullet spread reduced by 15%</li>
90       </ul>
91
92       <div>Configuration: Tank</div>
93       <ul>
94         <li>Now grants 100 bonus armor</li>
95       </ul>
96
97     </div>
98   </div>
99 <br><br>
100
101
102
103 
104 <div class="CharacterName">
105   <h2>McCree</h2>
106 </div>
107
108 <div class="BackgroundBox">
109   <div class="Updates">
110     <div>Peacekeeper (Secondary Fire)</div>
111     <ul>
112       <li>Damage increased from 50 to 55</li>
113     </ul>
114
115     <div>Combat Roll</div>
116     <ul>
117       <li>Now usable while airborne</li>
118     </ul>
119
120     <div>Flashbang</div>
121     <ul>
122       <li>Cooldown increased from 10 to 12 seconds</li>
123     </ul>
124
125     <div>Beadeye</div>
126     <ul>
127       <li>Now spawns more tumbleweeds. Mind the thorns.</li>
128     </ul>
129
130   </div>
131 </div>
132 </div>
133 <br><br>
134
135 
136 <div class="CharacterName">
137   <h2>Doomfist</h2>
138 </div>
139
140 <div class="BackgroundBox">
141   <div class="Updates">
142     <ul>
143       <li>Health reduced from 250 to 225</li>
144     </ul>
145
146   </div>
147 </div>
```

ln 2, Col 17 Spaces: 4 UTF-8 CRLF HTML ⚡ Prettier ⌂

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > DPS.html > DPS.html > tanks.html M Healers.html M style.css U

```
74   <li>Aiming down sights movement penalty reduced from 30% to 10% of her normal walking speed.</li>
75 </ul>
76 </div>
77 </div>
78 <br>
79
80 
81 <div class="CharacterName">
82   <h2>Bastion</h2>
83 </div>
84
85   <div class="BackgroundBox">
86     <div class="Updates">
87       <div>Configuration: Recon</div>
88       <ul>
89         <li>Bullet spread reduced by 15%</li>
90       </ul>
91
92       <div>Configuration: Tank</div>
93       <ul>
94         <li>Now grants 100 bonus armor</li>
95       </ul>
96
97     </div>
98   </div>
99 <br><br>
100
101
102
103 
104 <div class="CharacterName">
105   <h2>McCree</h2>
106 </div>
107
108 <div class="BackgroundBox">
109   <div class="Updates">
110     <div>Peacekeeper (Secondary Fire)</div>
111     <ul>
112       <li>Damage increased from 50 to 55</li>
113     </ul>
114
115     <div>Combat Roll</div>
116     <ul>
117       <li>Now usable while airborne</li>
118     </ul>
119
120     <div>Flashbang</div>
121     <ul>
122       <li>Cooldown increased from 10 to 12 seconds</li>
123     </ul>
124
125     <div>Beadeye</div>
126     <ul>
127       <li>Now spawns more tumbleweeds. Mind the thorns.</li>
128     </ul>
129
130   </div>
131 </div>
132 </div>
133 <br><br>
134
135 
136 <div class="CharacterName">
137   <h2>Doomfist</h2>
138 </div>
139
140 <div class="BackgroundBox">
141   <div class="Updates">
142     <ul>
143       <li>Health reduced from 250 to 225</li>
144     </ul>
145
146   </div>
147 </div>
```

ln 58, Col 13 Spaces: 4 UTF-8 CRLF HTML ⚡ Prettier ⌂

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > DPS.html > DPS.html > tanks.html M Healers.html M style.css U

```
110   <div class="BackgroundBox">
111     <div class="Updates">
112       <div>Peacekeeper (Secondary Fire)</div>
113       <ul>
114         <li>Damage increased from 50 to 55</li>
115       </ul>
116
117       <div>Combat Roll</div>
118       <ul>
119         <li>Now usable while airborne</li>
120       </ul>
121
122       <div>Flashbang</div>
123       <ul>
124         <li>Cooldown increased from 10 to 12 seconds</li>
125       </ul>
126
127       <div>Beadeye</div>
128       <ul>
129         <li>Now spawns more tumbleweeds. Mind the thorns.</li>
130       </ul>
131     </div>
132   </div>
133 </div>
134 <br><br>
135
136 
137 <div class="CharacterName">
138   <h2>Doomfist</h2>
139 </div>
140
141 <div class="BackgroundBox">
142   <div class="Updates">
143     <ul>
144       <li>Health reduced from 250 to 225</li>
145     </ul>
146
147   </div>
148 </div>
```

ln 58, Col 13 Spaces: 4 UTF-8 CRLF HTML ⚡ Prettier ⌂



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File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

Main.html M DPS.html M Tanks.html M Healers.html M # style.css U

```
HTML Week 1 > DPS.html > HTML > body > div.Background > div.BackgroundBox > div.Updates > ul
146   |   <li>Health reduced from 250 to 225</li>
147   |
148   <div>The Best Defense (Passive)</div>
149   <ul>
150     |   <li>Shields gained through normal abilities increased from 30 to 40 shield</li>
151   </ul>
152   |
153   <div>Meteor Strike</div>
154   <ul>
155     |   <li>Landing time after confirmation reduced from 1 to 0.05 seconds</li>
156   </ul>
157   </div>
158   <div>
159     <br>
160     <br><br>
161   
162   <div class="CharacterName">
163     <h2>Echo</h2>
164   </div>
165   <div class="BackgroundBox">
166     <div class="Updates">
167       <div>Sticky Bombs</div>
168       <ul>
169         |   <li>Now explode immediately upon contact</li>
170       </ul>
171       <div>Flight</div>
172       <ul>
173         |   <li>Cooldown reduced from 6 to 4 seconds</li>
174       </ul>
175     </div>
176   </div>
177   <div>
178     <br>
179   </div>
180   <div>
181     <br><br>
182 </div>
```

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

Main.html M DPS.html M Tanks.html M Healers.html M # style.css U

```
HTML Week 1 > DPS.html > HTML > body > div.Background > div.BackgroundBox > div.Updates > ul
184   
185   <div class="CharacterName">
186     <h2>Genji</h2>
187   </div>
188   <div class="BackgroundBox">
189     <div class="Updates">
190       <div>Cyber-Agility</div>
191       <ul>
192         |   <li>Wall climbing speed increased by 50%</li>
193         |   <li>Wall climbing now refunds Double Jump's availability</li>
194       </ul>
195     </div>
196     <div>Shuriken</div>
197     <ul>
198       |   <li>Recovery reduced from 0.68 seconds to 0.6 seconds</li>
199     </ul>
200   </div>
201   </div>
202   <div>
203     <br>
204   </div>
205   
206   <div class="CharacterName">
207     <h2>Hanzo</h2>
208   </div>
209   <div class="BackgroundBox">
210     <div class="Updates">
211       <div>Storm Arrows</div>
212       <ul>
213         |   <li>Now ricochet off surfaces up to 5 times</li>
214       </ul>
215     </div>
216     <div>Jump</div>
217     <ul>
218       |   <li>Jumping</li>
219     </ul>
220   </div>
```

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

Main.html M DPS.html M Tanks.html M Healers.html M # style.css U

```
HTML Week 1 > DPS.html > HTML > body > div.Background > div.BackgroundBox > div.Updates > ul
221   <div>Jump</div>
222   <ul>
223     |   <li>Cooldown reduced from 5 to 3 seconds</li>
224   </ul>
225   </div>
226   <div>
227     <br>
228   </div>
229   
230   <div class="CharacterName">
231     <h2>Junkrat</h2>
232   </div>
233   <div class="BackgroundBox">
234     <div class="Updates">
235       <div>Total Raymen</div>
236       <ul>
237         |   <li>Grade count increased by 100% and drop in a 30% wider area upon death.</li>
238       </ul>
239     </div>
240     <div>Frag Launcher</div>
241     <ul>
242       |   <li>Impact damage reduced from 40 to 30</li>
243       |   <li>Minimum explosion damage reduced from 10 to 8</li>
244     </ul>
245   </div>
246   <div>
247     <br>
248   </div>
249   <div>Concussion Mine</div>
250   <ul>
251     |   <li>Maximum damage increased from 100 to 125</li>
252     |   <li>Minimum damage reduced from 30 to 25</li>
253   </ul>
254   <div>
255     <br><br>
256   </div>
```



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DPS.html - Untitled (Workspace) - Visual Studio Code

```
File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code
Main.html M DPS.html M Tanks.html M Healers.html M # style.css U
HTML Week 1 > DPS.html > html > body > divBackground > divBackgroundBox > divUpdates > ul > li
256     img src="https://static.wikia.nocookie.net/overwatch_gamedata/images/d/06/Mei-portrait.png/revision/latest?cb=20170314224825" alt="Mei in her debue icon" height="20
257
258     div class="characterName">
259         h2>Mei</h2>
260     
```



PROMINEO TECH

File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > DPS.html > html > body > div.Background > div.BackgroundBox > div.Updates > ul >

```
365 </ul>
366 </div>
367 </div>
368 <br>
369 
370 <div class="CharacterName">
371 <div>Torbjörn</div>
372 </div>
373 </div>
374 <div class="BackgroundBox">
375 <div class="Updates">
376 <div>Rivet Gun</div>
377 <ul>
378 <li>Recovery time reduced from 0.6 to 0.45 seconds</li>
379 </ul>
380 <div>Forge Hammer</div>
381 <ul>
382 <li>Damage increase from 55 to 75</li>
383 </ul>
384 <div>Overload</div>
385 <ul>
386 <li>Now increases Forge Hammer damage to 125 while activate</li>
387 </ul>
388 <div>Deploy Turret</div>
389 <ul>
390 <li>Damage reduced from 14 to 11</li>
391 </ul>
392 </div>
393 </div>
394 <br>
395 
396 <div class="CharacterName">
397 <div>Tracer</div>
398 </div>
399 <div class="BackgroundBox">
400 <div class="Updates">
401 <div>Blink</div>
402 <ul>
403 <li>Now restores all Blink charges</li>
404 <li>Cooldown increased from 12 to 14</li>
405 </ul>
406 <div>Pulse Pistols</div>
407 <ul>
408 <li>Ammo increased from 40 to 50</li>
409 </ul>
410 </div>
411 </div>
412 </div>
413 <br>
414 
415 <div class="CharacterName">
416 <div>Widowmaker</div>
417 </div>
418 <div class="BackgroundBox">
419 <div class="Updates">
420 <div>Widow's Kiss</div>
421 <ul>
422 <li>Automatic Fire minimum damage after fall off increased from 3.9 to 5</li>
423 <li>Automatic Fire maximum damage increased from 13 to 15</li>
424 </ul>
425 </div>
426 </div>
427 <br>
428 <div class="MiscellaneousParagraphs">
429 <p>Please fill out the form below letting us know who you are most excited to play</p>
430 </div>
431 <div class="Survey">
432 <form>
433 <input type="radio" name="characterchoice" value=" Ashe"> Ashe
434 <input type="radio" name="characterchoice" value=" Bastion"> Bastion
435 <input type="radio" name="characterchoice" value=" Cassidy"> Cassidy
436 <input type="radio" name="characterchoice" value=" Doomfist"> Doomfist
437 <input type="radio" name="characterchoice" value=" Echo"> Echo
438 <input type="radio" name="characterchoice" value=" Genji"> Genji
439 <input type="radio" name="characterchoice" value=" Hanzo"> Hanzo
440 <input type="radio" name="characterchoice" value=" Junkrat"> Junkrat
441 <input type="radio" name="characterchoice" value=" Mei"> Mei
442 <input type="radio" name="characterchoice" value=" Pharah"> Pharah
443 <input type="radio" name="characterchoice" value=" Reaper"> Reaper
444 <input type="radio" name="characterchoice" value=" Soldier 76"> Soldier 76
445 <input type="radio" name="characterchoice" value=" Sombra"> Sombra
446 <input type="radio" name="characterchoice" value=" Symmetra"> Symmetra
447 <input type="radio" name="characterchoice" value=" Torbjörn"> Torbjörn
448 <input type="radio" name="characterchoice" value=" Tracer"> Tracer
449 <input type="radio" name="characterchoice" value=" Widowmaker"> Widowmaker
450 </form>
451 <br>
452 <div>Comments about that character change</div>
453 <input type="text" name="comment" placeholder="Leave a comment about that character's change you're excited to see">
454 </div>
455 <br>
456 <br>
457 <br>
458 <br>
459 <br>
460 <br>
461 <br>
462 <br>
463 <br>
464 <br>
465 <br>
466 <br>
467 <br>
468 <br>
469 <br>
470 <br>
471 <br>
472 <br>
473 <br>
```

In 236, Col 86 (32 selected) Spaces: 4 UTF-8 CRLF HTML ⚡ Prettier



PROMINEO TECH

DPS.html - Untitled (Workspace) - Visual Studio Code

```
File Edit Selection View Go Run Terminal Help DPS.html - Untitled (Workspace) - Visual Studio Code
Main.html M DPS.html M Tanks.html M Healers.html M style.css U
HTML Week 1 > DPS.html > html > body > divBackground > divUpdates > ul >
456 <input type="radio" name="characterchoice" value="doofus"> Doofus
457 <input type="radio" name="characterchoice" value="echo"> Echo
458 <input type="radio" name="characterchoice" value="genji"> Genji
459 <input type="radio" name="characterchoice" value="hanzo"> Hanzo
460 <input type="radio" name="characterchoice" value="junkrat"> Junkrat
461 <input type="radio" name="characterchoice" value="mei"> Mei
462 <input type="radio" name="characterchoice" value="pharah"> Pharah
463 <input type="radio" name="characterchoice" value="reaper"> Reaper
464 <input type="radio" name="characterchoice" value="soldier 76"> Soldier 76
465 <input type="radio" name="characterchoice" value="sombra"> Sombra
466 <input type="radio" name="characterchoice" value="symmetra"> Symmetra
467 <input type="radio" name="characterchoice" value="torbjorn"> Torbjörn
468 <input type="radio" name="characterchoice" value="tracer"> Tracer
469 <input type="radio" name="characterchoice" value="widowmaker"> Widowmaker
470
471 <input type="text" name="commentsaboutthatcharacterschange" placeholder="Leave a comment about that character's change you're excited to see">
472
473 <input type="submit" value="Submit">
474
475 </div>
476
477
478 <div class="links">
479   <a href="#main">Main page</a>
480   <a href="#DPS.html">DPS</a>
481   <a href="#Tanks.html">Tanks</a>
482   <a href="#Healers.html">Healer</a>
483 </div>
484 </div>
485 </div>
486 </div>
487 </div>
488 </body>
489
```

Tanks.html - Untitled (Workspace) - Visual Studio Code

```
File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code
Main.html M DPS.html M Tanks.html M Healers.html M style.css U
HTML Week 1 > Tanks.html > html > head
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     <link rel="stylesheet" href="style.css">
9   </head>
10  <body>
11    <div class="Background">
12      <div class="Headline">
13        <h1>Tanks Patch Notes</h1>
14      </div>
15
16      <div class="links">
17        <a href="#main">Main page</a>
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      <div class="characterList">
24        <ul>
25          <li>Tank Heroes
26            <ul>
27              <li>D.Va</li>
28              <li>Orisa</li>
29              <li>Reinhardt</li>
30              <li>Roadhog</li>
31              <li>Sigma</li>
32              <li>Winston</li>
33              <li>Wrecking Ball</li>
34              <li>Zarya</li>
35            </ul>
36        </div>
37
38
39
40
41
42
43
44
45
46
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```

Tanks.html - Untitled (Workspace) - Visual Studio Code

```
File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code
Main.html M DPS.html M Tanks.html M Healers.html M style.css U
HTML Week 1 > Tanks.html > html > head
39 
41     <h2>D.Va</h2>
42   </div>
43
44
45   <div class="BackgroundBox">
46     <div class="Updates">
47
48       <ul>
49         <li>Pilot D.Va melee damage increased from 30 to 100.</li>
50
51
52
53       <div>
54         <h3>Defense Matrix</h3>
55         <ul>
56           <li>Size increased by 10%</li>
57         </ul>
58
59         <h3>Boosters</h3>
60         <ul>
61           <li>Duration increased from 2 to 4 seconds</li>
62           <li>Speed increased by 25%</li>
63         </ul>
64
65         <h3>Eject</h3>
66         <ul>
67           <li>Eject now launches you at 15 meters per second upwards and 10 meters per second in the direction you are holding.</li>
68         </ul>
69
70       </div>
71     </div>
72   </div>
73
74   
76       <h2>Orisa</h2>
77     </div>
```



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File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

○ Main.html M ○ DPS.html M ○ Tanks.html M ○ Healers.html M # style.css U

```
HTML Week 1 > ○ Tanks.html > html > body > divBackground > divBackgroundBox > divUpdates > ul
73
74   
75   <div class="characterName">
76     <h2>Orisa</h2>
77   </div>
78
79   <div class="BackgroundBox">
80     <div class="updates">
81       <ul>
82         <li>Health changed from 200 health and 250 armor to 1 health and 399 armor.</li>
83         <li>Now wears a Christmas hat!</li>
84       </ul>
85
86       <h3>Protective Barrier</h3>
87       <ul>
88         <li>Health reduced from 600 to 300</li>
89         <li>Cooldown reduced from 10 to 8 seconds.</li>
90       </ul>
91
92       <h3>Fusion Driver</h3>
93       <ul>
94         <li>No longer slowed while firing.</li>
95       </ul>
96
97       <h3>Fortify</h3>
98       <ul>
99         <li>Duration increased from 4 to 6 seconds.</li>
100        <li>Can now be headshot while using Fortify.</li>
101      </ul>
102
103       <h3>Malt</h3>
104       <ul>
105         <li>Cooldown reduced from 6 to 4 seconds.</li>
106       </ul>
107     </div>
108   </div>
109   <br>
```

File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

○ Main.html M ○ DPS.html M ○ Tanks.html M ○ Healers.html M # style.css U

```
HTML Week 1 > ○ Tanks.html > html > body > divBackground > divBackgroundBox > divUpdates > ul
111
112   
113   <div class="characterName">
114     <h2>Reinhardt</h2>
115   </div>
116
117   <div class="BackgroundBox">
118     <div class="updates">
119       <ul>
120         <li>Armor health increased from 200 to 225 (For a total of 525 health).</li>
121       </ul>
122
123       <h3>Barrier Field</h3>
124       <ul>
125         <li>Health of barrier increased from 1600 to 2000.</li>
126       </ul>
127
128       <h3>Fire Strike</h3>
129       <ul>
130         <li>Damage reduced from 100 to 80.</li>
131         <li>Now has 2 charges.</li>
132         <li>Projectile speed increased by 100%.</li>
133       </ul>
134
135       <h3>Earthshatter</h3>
136       <ul>
137         <li>Knockdown duration increased from 2.5 to 3 seconds.</li>
138         <li>Now deals 400 damage in a 1.5m radius around the impact point where the hammer hits the ground.</li>
139         <li>Blocking enemy Earthshatter now plays the voice line "You shame yourself!"</li>
140         <li>Blocking an enemy Earthshatter now shows up in the kill feed using Reinhardt's shield icon.</li>
141       </ul>
142
143       <h3>Steadfast</h3>
144       <ul>
145         <li>Knockback resistance increased from 30% to 40%.</li>
146       </ul>
147
148     <div class="charge">
149       <h3>Charge</h3>
150       <ul>
151         <li>Can now be ended early by pressing the Charge key a second time.</li>
152       </ul>
153     </div>
154   </div>
155   <br>
```

File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

○ Main.html M ○ DPS.html M ○ Tanks.html M ○ Healers.html M # style.css U

```
HTML Week 1 > ○ Tanks.html > html > body > divBackground > divBackgroundBox > divUpdates > ul
147
148   <div class="charge">
149     <h3>Charge</h3>
150     <ul>
151       <li>Can now be ended early by pressing the Charge key a second time.</li>
152     </ul>
153   </div>
154
155   <div class="BackgroundBox">
156     <div class="updates">
157       <ul>
158         <li>Maximum health reduced from 600 to 500.</li>
159         <li>Scrap Cannon pellet damage reduced from 6.6 down to 5.0 each.</li>
160       </ul>
161
162       <h3>Chain Hook</h3>
163       <ul>
164         <li>Impact damage increased from 30 to 70.</li>
165         <li>Cooldown reduced from 8 to 6s.</li>
166       </ul>
167
168       <h3>Take a Breather</h3>
169       <ul>
170         <li>Healing reduced from 300 to 250 to match his new health pool.</li>
171       </ul>
172
173       <h3>Molten Mog</h3>
174       <ul>
175         <li>Now lifts Roadhog while using it if he is pointed downwards.</li>
176       </ul>
```



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File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

```
184 </ul>
185 </div>
186 </div>
187 <br><br>
188 
189 <div class="CharacterName">
190 <b>Sigma</b>
191 </div>
192 </div>
193 <div class="BackgroundBox">
194 <div class="Updates">
195 <ul>
196 <li>Health increased from 300 to 400 (for a total of 500 including personal shield)</li>
197 <li>Sigma is now able to hold jump while airborne to slow his descent</li>
198 </ul>
199 <div>
200 <h4>Experimental Barrier:</h4>
201 <ul>
202 <li>Ability is disabled entirely</li>
203 </ul>
204 </div>
205 <div>
206 <h4>Accretion:</h4>
207 <ul>
208 <li>Impact damage from the rock is increased from 30 to 40</li>
209 <li>Explosion damage increased from 40 to 50</li>
210 <li>Rock is now susceptible to abilities like Reflect, Deflect, or Defense Matrix</li>
211 <li>Sigma now used his "yes" voice line after every use</li>
212 </ul>
213 </div>
214 <div>
215 <h4>Kinetic Grasp:</h4>
216 <ul>
217 <li>Cooldown reduced from 12 to 8 seconds</li>
218 <li>Now increases Sigma's movement speed by 100% while active</li>
219 </ul>
220 </div>
221 <br><br>
```

File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

```
221 <br><br>
222 
223 <div class="CharacterName">
224 <b>Winston</b>
225 </div>
226 </div>
227 </div>
228 <div class="BackgroundBox">
229 <div class="Updates">
230 <ul>
231 <li>Knockback effects are now 30% less effective against Winston</li>
232 <li>Deals 100% more damage to deployable objects such as barriers, turrets, ect.</li>
233 </ul>
234 <div>
235 <h4>Jump Pack:</h4>
236 <ul>
237 <li>Now deals up to 100 damage to enemies within a 4 meter radius of the launch location</li>
238 </ul>
239 </div>
240 <div>
241 <h4>Primal Rage:</h4>
242 <ul>
243 <li>Health bonus increased from 500 to 1,000, giving Winston a total of 1,500 health while in Primal Rage</li>
244 </ul>
245 </div>
246 <div>
247 <h4>Wrecking Ball:</h4>
248 <ul>
249 </ul>
250 
251 <div class="CharacterName">
252 <b>Wrecking Ball</b>
253 </div>
254 </div>
255 <div class="BackgroundBox">
256 <div class="Updates">
257 <ul>
258 </ul>
259 </div>
260 </div>
261 <br><br>
```

File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

```
258 <h4>Grappling Claw:</h4>
259 <ul>
260 <li>Max duration one can latch on for is 3.5 seconds</li>
261 </ul>
262 <div>
263 <h4>Roll:</h4>
264 <ul>
265 <li>Jump height is increased by 100%</li>
266 <li>Full speed impact damage on collisions reduced from 50 to 40 damage</li>
267 <li>Can now change directions a lot more quickly and easily</li>
268 </ul>
269 <div>
270 <h4>Piledriver:</h4>
271 <ul>
272 <li>Minimum damage reduced from 20 down to 15 damage</li>
273 <li>Maximum damage reduced from 100 down to 80 damage</li>
274 <li>Cooldown reduced from 10 to 8 seconds</li>
275 <li>Can now be used from a slightly lower height to initiate</li>
276 </ul>
277 <div>
278 <h4>Adaptive Shield:</h4>
279 <ul>
280 <li>Shields granted per target reduced from 75 to 50</li>
281 <li>Duration increased from 9 to 12 seconds</li>
282 <li>Cooldown reduced from 15 to 12 seconds</li>
283 </ul>
284 </div>
285 </div>
286 <br><br>
287 
288 <div class="CharacterName">
289 <b>Zarya</b>
290 </div>
291 </div>
292 <br><br>
```



PROMINEO TECH

File Edit Selection View Go Run Terminal Help Tanks.html - Untitled (Workspace) - Visual Studio Code

```
○ Main.html M ○ DPS.html M ○ Tanks.html M X ○ Healers.html M # style.css U
HTML Week 1 > ○ Tanks.html > HTML > body > divBackground > div.BackgroundBox > div.Updates > ul
  295 <ul>
  296   <li><b>Particle Cannon (Primary Fire)</b>
  297   <ul>
  298     <li>Primary fire minimum damage increased from 75 to 85 damage per second</li>
  299   </ul>
  300 
  301   <ul>
  302     <li><b>Particle Cannon (Secondary Fire)</b>
  303   </ul>
  304 
  305   <ul>
  306     <li>Alt fire explosions no longer hurt self</li>
  307     <li>Alt fire knockback increased by 150%</li>
  308   </ul>
  309 
  310   <ul>
  311     <li>Health increases from 200 to 250 per bubble</li>
  312     <li>Size of bubble increased by 50%</li>
  313   </ul>
  314 
  315   <ul>
  316     <li>Health increases from 200 to 250 per bubble</li>
  317     <li>Size of bubble increased by 50%</li>
  318   </ul>
  319 
  320 </div>
  321 <br>
  322 
  323 
  324 
  325 <div class="miscellaneousParagraphs">
  326   <p>Please fill out the form below letting us know who you are most excited to play</p>
  327 </div>
  328 
  329 <div class="Survey">
  330   <form>
  331     <input type="radio" name="characterChoice" value="DVA"> DVA
  332     <input type="radio" name="characterChoice" value="Orisa"> Orisa
  333     <input type="radio" name="characterChoice" value="Reinhardt"> Reinhardt
  334     <input type="radio" name="characterChoice" value="Roadhog"> Roadhog
  335     <input type="radio" name="characterChoice" value="Sombra"> Sombra
  336     <input type="radio" name="characterChoice" value="Winston"> Winston
  337     <input type="radio" name="characterChoice" value="Wrecking Ball"> Wrecking Ball
  338     <input type="radio" name="characterChoice" value="Zarya"> Zarya
  339     <input type="text" name="commentAboutThatCharacterChanges" placeholder="Leave a comment about that character's change you're excited to see">
  340 
  341     <input type="submit" value="Submit">
  342   </form>
  343 </div>
  344 
  345 
  346 
  347 <div class="Links">
  348   <a href="main.html">Main page</a>
  349   <a href="DPS.html">DPS</a>
  350   <a href="Tanks.html">Tanks</a>
  351   <a href="Healers.html">Healer</a>
  352 </div>
  353 </body>
  354 </html>
```

File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

```
○ Main.html M ○ DPS.html M ○ Tanks.html M X ○ Healers.html M # style.css U
HTML Week 1 > ○ Healers.html > HTML > body > divBackground > div.BackgroundBox > div.Updates > ul
  1 <ul>
  2   <li><b>Healer Heroes</b>
  3   <ul>
  4     <li>Ana</li>
  5     <li>Baptiste</li>
  6     <li>Brigitte</li>
  7     <li>D.Va</li>
  8     <li>Mercy</li>
  9     <li>Moira</li>
  10    <li>Zenyatta</li>
  11  </ul>
  12 
  13 <img alt="An image of Ana from Overwatch." data-bbox="175 835 665 855" height="200" width="500"/>
  14 <div class="Background">
  15   <div class="Headline">
  16     <h2>Healers Patch Notes</h2>
  17   </div>
  18   <div class="List">
  19     <ul>
  20       <li><b>Primary Fire Damage Increase</b>
  21       <ul>
  22         <li>Primary fire damage increased by 10% for all healers</li>
  23       </ul>
  24     </ul>
  25   </div>
  26   <div class="CharacterList">
  27     <ul>
  28       <li><b>Healer Heroes</b>
  29       <ul>
  30         <li>Ana</li>
  31         <li>Baptiste</li>
  32         <li>Brigitte</li>
  33         <li>D.Va</li>
  34         <li>Mercy</li>
  35         <li>Moira</li>
  36         <li>Zenyatta</li>
  37     </ul>
  38   </div>
```



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File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > Healers.html > html > body > div.Background

```
38      <div class="CharacterName">
39        <h2>Ana</h2>
40      </div>
41
42      <div class="BackgroundBox">
43        <div class="Updates">
44          <ul>
45            <li>Sleep Dart</li>
46            <li>Eliminating sleeping target resets the cooldown</li>
47          </ul>
48        </div>
49      </div>
50
51      <div class="Name_Boost">
52        <ul>
53          <li>Now can self-boost when used without a target</li>
54        </ul>
55      </div>
56
57      
58
59      <div class="CharacterName">
60        <h2>Baptiste</h2>
61      </div>
62
63      <div class="BackgroundBox">
64        <div class="Updates">
65          <ul>
66            <li>Biotic Launchers</li>
67            <li>Healing Grenades now affect Baptiste as well</li>
68            <li>Regenerative Burst</li>
69            <li>Now damages nearby enemies instead of healing allies</li>
70          </ul>
71        </div>
72      </div>
73
74      <br>
```

File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > Healers.html > html > body > div.Background

```
76      <div class="Exo_Boots">
77        <ul>
78          <li>Now deals 40 damage to all enemies upon landing within 4 meters</li>
79        </ul>
80      </div>
81
82      
83
84      <div class="CharacterName">
85        <h2>Brigitte</h2>
86      </div>
87
88      <div class="BackgroundBox">
89        <div class="Updates">
90          <ul>
91            <li>No longer heals allies but instead reduces the cooldown of Repair Pack by 0.5 seconds</li>
92          </ul>
93        </div>
94      </div>
95
96      <div class="Repair_Pack">
97        <ul>
98          <li>Changes increased from 3 to 5</li>
99        </ul>
100       </div>
101
102       
103
104       <div class="CharacterName">
105         <h2>Lucio</h2>
106       </div>
107
108       <br>
```

File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

HTML Week 1 > Healers.html > html > body > div.CharacterList

```
114      <div class="BackgroundBox">
115        <div class="Updates">
116          <ul>
117            <li>Cost reduced by 30%</li>
118            <li>Now deals massive damage to enemies Lucio lands directly to top of</li>
119          </ul>
120
121          <div>Sonic Amplifier (primary)</div>
122
123          <ul>
124            <li>Fire rate increased by 15% while Wall Riding. After 1 second of Wall Riding, the bonus is reduced to 7% instead of 15%</li>
125          </ul>
126
127        </div>
128
129        
130
131        <div class="CharacterName">
132          <h2>Mercy</h2>
133        </div>
134
135        <div class="BackgroundBox">
136          <div class="Updates">
137            <ul>
138              <li>Valkyrie's duration by 3 seconds</li>
139            </ul>
140
141            <div>Caduceus Staff</div>
142
143            <ul>
144              <li>Healing now reduces from 55 healing per second to 40 over the course of 2 seconds while connected to a target</li>
145              <li>Healing returns to normal healing per second over 2 seconds while not active.</li>
146            </ul>
147
148            <div>Resurrect</div>
149
150          </div>
```



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File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

Main.html M DPS.html M Tanks.html M Healers.html M # style.css U

```
148 <div></div>
149 <div></div>
150 <ul>
151   <li>Can now be canceled by using Secondary Fire while channeling, refunds 50% of its cooldown upon cancelling</li>
152 </ul>
153 </div>
154 <br>
155 </div>
156 
157 <div><h2>Moira</h2>
158 </div>
159 <div class="BackgroundBox">
160   <div class="Updates">
161     <ul>
162       <li>Biotic Grasp (Primary Fire)</li>
163       <li>How consumes Moira's own health if used while our of healing energy</li>
164     </ul>
165   </div>
166   <div class="BackgroundBox">
167     <ul>
168       <li>Biotic Orb</li>
169     </ul>
170   </div>
171   <ul>
172     <li>Allies that receive the last 100 healing from the same Biotic Orb are cleaned of all status effects.</li>
173     <li>Enemies that suffer at least 100 damage from the same Biotic Orb are slowed by 30% for 1.5 seconds</li>
174   </ul>
175 </div>
176 <div class="BackgroundBox">
177   <ul>
178     <li>Now cleanses status effects from allies Moira Passes through and allied players that are around her when Fade ends</li>
179   </ul>
180 </div>
181 </div>
182 <br>
183 <br>
```

File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

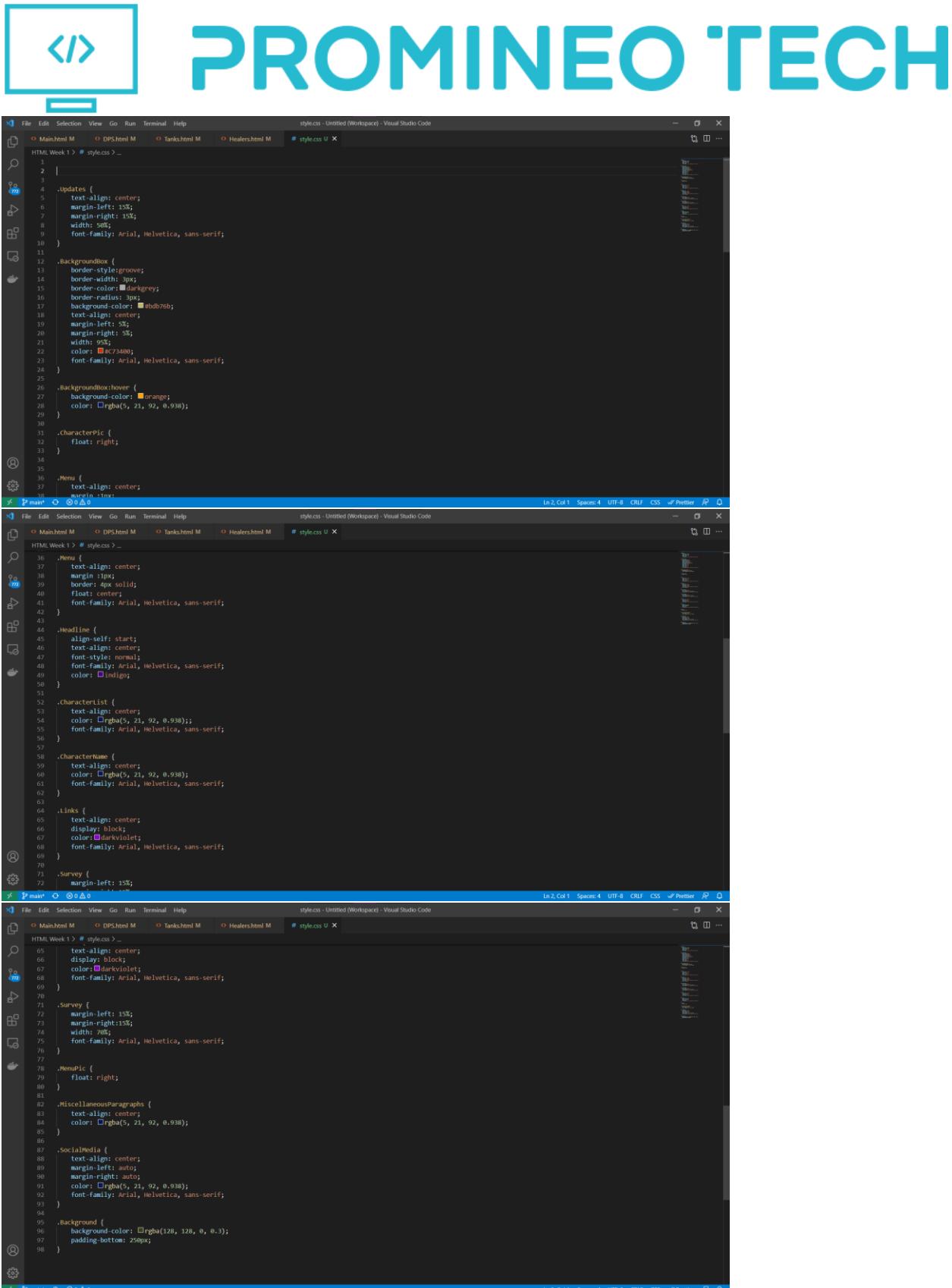
Main.html M DPS.html M Tanks.html M Healers.html M # style.css U

```
184 
185 <div><h2>Zenyatta</h2>
186 </div>
187 <div class="BackgroundBox">
188   <div class="Updates">
189     <ul>
190       <li>Damage amplification reduced from 25% to 20%.</li>
191       <li>Can now be applied to attackable objects like barriers or turrets.</li>
192       <li>No longer reveals the position of its target through line of sight.</li>
193       <li>line of sight return time reduced from 3 seconds to 1.5 seconds.</li>
194     </ul>
195   </div>
196   <div class="BackgroundBox">
197     <ul>
198       <li>Harmony Orb</li>
199     </ul>
200     <ul>
201       <li>line of sight return time reduced from 3 seconds to 1.5 seconds.</li>
202     </ul>
203   </div>
204   <div class="BackgroundBox">
205     <ul>
206       <li>Discord Orb</li>
207     </ul>
208     <ul>
209       <li>Total healing reduced from 1800 to 1200.</li>
210       <li>Now applies Discord Orb to nearby enemies.</li>
211     </ul>
212   </div>
213 </div>
214 <br>
215 <div class="MiscellaneousParagraphs">
216   <p>Please fill out the form below letting us know who you are most excited to play:</p>
217 </div>
218 <div class="Survey">
219   <form>
220     <input type="radio" name="characterChoice" value="Ana"> Ana
221     <input type="radio" name="characterChoice" value="Baptiste"> Baptiste
222     <input type="radio" name="characterChoice" value="Brigitte"> Brigitte
223     <input type="radio" name="characterChoice" value="Lucio"> Lucio
224     <input type="radio" name="characterChoice" value="Mercy"> Mercy
225     <input type="radio" name="characterChoice" value="Moira"> Moira
226     <input type="radio" name="characterChoice" value="Zenyatta"> Zenyatta
227     <input type="text" name="commentAboutThatCharacterChange" placeholder="Leave a comment about that character's change you're excited to see">
228   <input type="submit" value="Submit">
229 </form>
230 </div>
231 <br>
232 </div>
233 <br>
234 <br>
235 <br>
236 <div class="Links">
237   <a href="Main.html">Main page</a>
238   <a href="DPS.html">DPS</a>
239   <a href="Tanks.html">Tanks</a>
240   <a href="Healers.html">Healer</a>
241 </div>
242 </div>
243 </body>
244 </html>
```

File Edit Selection View Go Run Terminal Help Healers.html - Untitled (Workspace) - Visual Studio Code

Main.html M DPS.html M Tanks.html M Healers.html M # style.css U

```
245 </body>
```



Screenshots of Running Application:



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Microsoft Office Home FET-Week2_Coding-Assigned... Document +

file:///C:/Users/trevp/OneDrive/Documents/HTML Week 1/Main.html

Welcome to the Overwatch Content Creator Experimental Card Patch Notes!

Please select the class you would like to see

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

Social Media links

[Site](#) [Link](#)
[Twitter](#) [Link](#)
[Facebook](#) [Link](#)
[Youtube](#) [Link](#)
[Instagram](#) [Link](#)



Just showing that the links to the official social media platforms for the game work from the main page.



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Overwatch 126K Tweets

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Future Earth playoverwatch Joined March 2014

241 Following 3.3M Followers

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Bastion changes coming to Overwatch 2 Move while in sentry form New ultimate: Artillery Strike New ability: Tactical Grenade Captivating new look And more... Begin...

1:53

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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.

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.



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

Sticky Bombs

- Now explode immediately upon contact

Flight



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Flight

- Cooldown reduced from 6 to 4 seconds

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



Hanzo

Storm Arrows

- Now ricochet off surfaces up to 5 times

Lunge

- Cooldown reduced from 5 to 3 seconds.



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Junkrat

Total Mayhem

- Grenade count increased by 100% and drop in a 30% wider 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



Mei

Cryo-Freeze

- Now deals 2000 damage upon landing on an enemy while using this ability

Endothermic Blaster

- Now gains 50% movement speed when running on ice caused by her weapon



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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%



Soldier 76





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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 by 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 to 0.45 seconds



Torbjorn

Rivet Gun

- Recovery time reduced from 0.6 to 0.45 seconds

Forge Hammer

- Damage increase from 55 to 75

Overload

- Now increases Forge Hammer damage to 125 while activate

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

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

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Microsoft Office Home FET-Week2_Coding-Assignment Document + file:///C:/Users/trepv/OneDrive/Documents/HTML Week 1/DPS.html * ANIMO increased from 40 to 50

Widowmaker

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- 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

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Ashe Bastion Cassidy Doomfist Echo Genji Hanzo Junkrat Mei Pharah Reaper Soldier 76 Sombra
 Symmetra Torbjorn Tracer Widowmaker He punch is all he needs

[Main page DPS Tanks Healer](#)

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Damage Patch Notes

[Main page DPS Tanks Healer](#)

Damage Heroes

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Tanks Patch Notes

Main_page DPS Tanks Healer

Tank Heroes

- D.Va
- Orisa
- Reinhardt
- Roadhog
- Skins
- 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 upwards and 10 meters per second in the direction you are holding.

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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

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Reinhardt

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

Barrier Field

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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

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Roadhog



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Roadhog



- Maximum health 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

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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
- Explosive damage increased from 40 to 60

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- 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 60

Kinetic Grasp

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

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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

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

Microsoft Office Home > FET-Week2_Coding-Assigned > Document > file:///C:/Users/trepv/OneDrive/Documents/HTML Week 1/links.html

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

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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



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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



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Zarya

Particle Cannon (Primary Fire)

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

Particle Cannon (Secondary Fire)

- All fire explosions no longer hurt self
- All 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%



Please fill out the form below letting us know who you are most excited to play
 DVa Orisa Reinhardt Roadhog Sigma Winston Wrecking Ball Zarya [Leave a comment about](#) [Submit](#)
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- Primary fire minimum damage increased from 75 to 85 damage per second

Particle Cannon (Secondary Fire)

- All fire explosions no longer hurt self
- All 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%

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

DVa Orisa Reinhardt Roadhog Sigma Winston Zarya Wrecking Ball Double bubble Submit

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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



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Healers Patch Notes

Main page DPS Tanks Healer

Healer Heroes

- Ana
- Baptiste
- Brigitte
- Lucio
- Mercy
- Morale
- 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



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 on 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

- 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





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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

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

Zenyatta



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- 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
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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

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

Ana Baptiste Brigitte Lucio Mercy Moira Zenyatta [Leave a comment about](#) [Submit](#)

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



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Zenyatta

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Healers Patch Notes

Main page DPS Tanks Healer

Healer Heroes

- Ana
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- Lucio
- Mercy
- Moira

URL to GitHub Repository:

<https://github.com/trepvox/HTML-Week-2>