

Appendix: Creating an HTML5 web page

Excellent! You completed this workbook and constructed your game. Still hungry for more? Take some time and review the following resources.

How to create an HTML5 web page {#buildWebPage}

References:

- <http://w3c.github.io/html/single-page.html#a-quick-introduction-to-html>
- <https://www.w3schools.com/html/default.asp>

Workstation Preparations #1

1. Develop a consistent local file structure to build game projects. An example, of mine, is provided below:

...

```
.URI/<PROJECT NAME>/ //game root directory (single player)
├─ favicon.ico      //game logo
├─ index.html      //game launched
├─ license.txt     //game EULA
├─ manifest.json   //game mobile inventory
├─ package.json    //game as Progressive Web Applications
├─ purchaseOrder.pdf
├─ ReadMe.md       //game Information and about you
├─
├─ assets/         //game sensory resources folder/directory
│  ├─ audio/
│  ├─ images/
│  └─ spriteSheets/
├─
├─ css/            //game content styling
│  └─ main.css
├─
├─ fonts/         //game font styling
│  └─ fonts.css
├─
└─ js/            //game behavior
   ├─ libraries/  //game external source code by others
   ├─ plugins/    //game enhancements
   ├─ prefabs/    //game prefabrication objects
   ├─ states/     //game phase
   └─ utilities/  //game helpers
```

...

T>**Hint:** There's more than you see here! Download the following "Production" grade index.html pages:

T>**Hint:** — [PRODUCTION OPTIMIZED INDEX.HTML ANALYSIS](#)

T>**Hint:** — [AMP MOBILE INDEX.HTML ANALYSIS](#)

W>**Warning:** Google AMP `index.html` requires the head and body tags in a documents. [Read about it here.](#)

2. Open a text editor of your choice

T>**Hint:** Microsoft Word is **NOT** a text editor; it is a "word processor" and these are not the same thing. Freely available text editor are:

- Notepad++: (<https://notepad-plus-plus.org/>) Notepad++ has more developer tools than the ordinary Notepad found in the Windows O/S. Also has a "build-in web server" to run and test web pages.
- Brackets: (<http://brackets.io/>)

T>**Hint:** Brackets is recommended because it includes a "Live Preview" which acts as a web server.

3. Paste the sample HTML5 document below into your text editor and save it as a reusable template for all your future projects.

```
```html
```

```
<!DOCTYPE html>
<html>
<head>
 <!-- must be within 1st 1024 bytes -->
 <meta charset="UTF-8">
 <title> (GAME TILE HERE) </title>
</head>
<body>
 <!-- this is a comment;
 it's never displayed but still exists -->
 <h1> (GAME TILE HERE) </h1>
 <p>
 This tag opens a paragraph of text and closes the "p" tag.
 </p>

 <p>
 <!-- Anchors give clickable connections to other pages -->

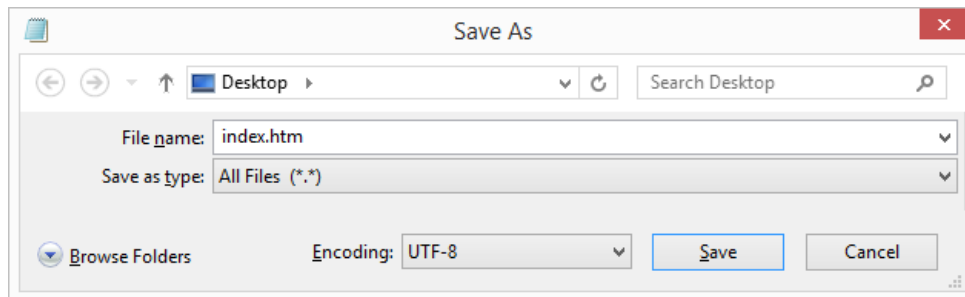
 Link text for a link to another-html-document.html

 </p>

 <!-- this is your JavaScript embedded -->
 <script>
 <!-- JS source code written between these tags -->
 </script>
</body>
</html>
```

...

Be sure to save this file with UTF-8 encoding. It is the preferred standard character encoding for web pages. Read more about encoding [here](#)



4. Check your work! Find your newly saved HTML5 web page. **Right click** and open the page with either Notepad++ or Brackets.



new 1

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <meta charset="UTF-8">
5 <title>Your Name: Lab #X</title>
6 </head>
7 <body>
8 <!-- this is a comment; it's never displayed -->
9 <h1>Lab #XX</h1>
10 <p>This tag opens a paragraph of text</p>
11 <p><!-- Anchors give click-able content -->
12
13 Link text for a link to another-html-document.html
14
15 </p>
16 <!-- this is your JavaScript homework assignment -->
17 <script>
18 <!-- JS source code written between tags -->
19 </script>
20 </body>
21 </html>
```

Run... F5

- Launch in Firefox Ctrl+Alt+Shift+X
- Launch in IE Ctrl+Alt+Shift+I
- Launch in Chrome Ctrl+Alt+Shift+R
- Launch in Safari Ctrl+Alt+Shift+A
- Get php help Alt+F1
- Wikipedia Search Alt+F3
- Open file in another instance Alt+F6
- Send via Outlook Ctrl+Alt+Shift+O

Modify Shortcut/Delete Command...