

Mushroom Makers - Lesson 1: Your First Web Page

Welcome to Mushroom Makers! Today, you're going to build the foundation of your very own adventure story using HTML5.

Step 1: Download Your Starter Files

1. Create a new folder on your computer named *my_rpg_game*.
2. Download the three starter template files (*index.html*, *style.css*, *script.js*) and place them all inside your *my_rpg_game* folder.

Step 2: Understanding HTML Tags

HTML uses **tags** wrapped in angle brackets `< >` to structure web content. Most tags come in pairs:

- `<p>` **Opening Tag**: Marks the start of a paragraph.
- `</p>` **Closing Tag**: Marks the end of a paragraph (notice the `/`).

Open your *index.html* file in a text editor (like VS Code or Notepad) and add a title and story paragraphs inside the `<body>` tag (between `<body>` and `</body>`):

```
<h1 id="main-title">The Spore Citadel</h1>

<p class="story-text">
  You wake up in a glowing forest surrounded by giant purple mushrooms.
  A floating spore creature named Barnaby hovers right above your nose!
</p>

<p class="story-text">
  "Quick, adventurer!" Barnaby chirps. "The Shadow Fungus is spreading!"
</p>
```

This **html** gives us one **h1** tag (the title) and two **p** tags (paragraphs).

If you open your *index.html* file in the browser (e.g. Edge, Chrome, Firefox), you will see your story as a webpage.

Step 3: Adding Identifiers (id and class)

Notice `id="main-title"` and `class="story-text"` above?

- **id**: Used to identify **one unique element** on the page.
- **class**: Used to identify **multiple elements** that share the same characteristic.

We will use the **id** and **class** next week when we start styling and adding magic effects!

Step 4: Adding Images ()

Let's add a visual element to your story!

1. Find a JPG or PNG image online (like a cool potion, mushroom, or monster) or draw one.
2. Save the image directly into your *my_rpg_game* folder alongside *index.html*. Name it *hero.png* (or *hero.jpg*).
3. Add the `<img>` tag to your HTML right under your story:

```

```

(If you used a jpg file, change *.png* to *.jpg*)

Note: The `<img>` tag is a self-closing tag! It doesn't need a `</img>` closing tag.

Now if you refresh the browser, you should see your image.

Step 5: Save Your Work!

1. Save your *index.html* file.
2. Open *index.html* in a web browser to test your page!
3. Backup/save your folder on **ManageBac (MB)**.

Next week, we will explore CSS styling and JavaScript interactivity! 🚀