

Name: _____

Acad275 HTML + CSS

Part II (176 points): Practical Exam – Last of Us

Time: 80 minutes.

Overview:

For this part of the exam, you will implement the layout of a tv review article. The images and text are all available through the Brightspace post. The text file includes not just the text of the article but any necessary instructions about **colors** or **hyperlinks** (if applicable).

Create a web page that looks like the below image. While your site is not expected to look exactly the same (same margins, paddings, etc), it should be as similar as possible to the screenshot. Remember to add all attributes, paddings, margins, etc where applicable.

General Guidelines:

1. On your computer, create a folder called “acad275exam” or similar. Save all your files for the exam here to avoid confusion.
2. Create a new HTML file and **save it as “lastname_firstname.html”** in the folder you just created. For example, “*patrick_dent.html*” (no quotes).
3. Before starting to code it is recommended that you **sketch out the layout of your page**. For most, you will find it easier if you first figure out the basic “boxes” of your layout BEFORE writing any code.
4. For the purposes of the layout use an outer container/layout that is 800 pixels wide. You do NOT need to worry about where the outer box is on the page (left or center aligned). You can use flex boxes or float approaches to the layout.

Tips:

- Start by creating the general layout (header, mid-section, footer, etc) before worrying about adding content. Then go through the page to tweak and fix the finer points and address details like changes in text style, and size.
- There are some parts that are more difficult than others, so if you get stuck try to complete the easier or general parts and come back to the harder parts.
- Pay attention to the details in the page: changes in text style and size, margin and spacing, areas that are filled with color, etc.
- Review your work often on a browser like Chrome, Safari, or Firefox.

THE BOTTOM LINE

Viewers won't be spored to death by this effectively frightful adaptation.

[Hollywood Reporter](#)

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HBO's *The Last of Us* is by far the best video game adaptation ever made for the big or small screen.

That's the blurb HBO wants for this post-apocalyptic tale of desperation, perseverance and zombies, and that's the blurb HBO is sure to get — because it's almost incontestably true. At the same time, it undersells just how very good *The Last of Us* is, simply as a TV show -- albeit one existing fans will recognize as closely, at times shot-for-shot and line-for-line, linked to its Naughty Dog source material.

The best thing I can say about *The Last of Us* is that, as often as it made me think of *The Walking Dead* -- and it's unavoidable that it will make you think of *The Walking Dead* -- it more frequently reminded me of the desperate, weary humanism of *Station Eleven*, and even of the deeply felt central relationship in Charlotte Wells' film *Aftersun*, an otherwise very different story of a father and daughter learning to communicate in an alien world.

So there's your alternative blurb, HBO, one that I expect to see on billboards nationwide: "*The Last of Us*: It's like *Aftersun* with horrifying mushroom-men!"

Adapted by Craig Mazin (*Chernobyl*) with game creator Neil Druckmann, *The Last of Us* begins with a 1960s TV panel show warning about the dangers of an evolved global fungal infection before jumping to 2003, where everything is normal for Texas contractor Joel (Pedro Pascal), his daughter Sarah (Nico Parker) and her brother Tommy (Gabriel Luna). Then, in almost no time, news reports go from unrest in Jakarta to panic in the streets to airplanes falling from the sky.

Twenty years later, the Cordyceps infection has nearly wiped out humanity, leaving the survivors contained to a few urban quarantine zones, under the regulatory thumb of FEDRA. Joel has become something of an outlaw, smuggling with partner Tess (an initially unrecognizable Anna Torv), looking out mostly for himself.

Achieved by the VFX team led by Alex Wang and the makeup department headed by Connie Parker, the creatures come bedecked in a wide array of body-replacing florid blooms, and they're properly gross and nightmarish.

That's when the leader of a resistance movement (Merle Dandridge's Marlene) introduces him to obstinate 14-year-old Ellie (Bella Ramsey). Ellie is an orphan who has grown up only in a post-plague world, and she's special: She sustained a bite from one of the infected, who still roam the earth in myriad forms, but she didn't turn. Ellie's immunity could offer hope for humanity, but only if Joel and Tess can get her to a facility across the country — no easy feat since, as every post-apocalyptic drama ever made has attempted to emphasize, as bad as whatever wiped out most of humanity already was, people in extremis can be far worse.

What critics are saying...

HBO's "*The Last of Us*" places a lot of faith in its source material's writing. The TV adaptation doesn't veer far from the script set by the video game. That confidence is not misplaced.

- **Washington Post**

Based on the mega-hit PlayStation game, about a man and a teenage girl travelling through the US during a zombie apocalypse, this HBO show starring Pedro Pascal and Bella Ramsey is a remarkable achievement.

- **BBC**