Super Markup Man Digital Download

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About This Game

Learn HTML and CSS in the context of a 2D puzzle platformer! *Super Markup Man* teaches real web development practices without making you write any code. Simply carry the tags around the screen and watch your website render in real-time. Match your website with the preview to pass each level. The game includes:

- 100 levels/exercises

- HTML mode that covers basic tags like A, IMG, STRONG, and EM

- CSS mode for more advanced markup and styling

- Local co-op*

- Optional "bug" setting to keep you on your toes

- Free Play mode where you can export levels to actual HTML files

* Note: Only Free Play and CSS Mode support local co-op. Player 2 will also need to use a gamepad (Xbox 360 controller recommended).

Title: Super Markup Man
Genre: Casual, Indie
Developer:
Roppy Chop Studios
Publisher:
Roppy Chop Studios
Release Date: 16 Aug, 2016

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English,Simplified Chinese

super markup man. super markup man que es. super markup man badge. super markup in html

I am eager to learn markup, so yes, I like this game for such reason. I just wish that the game was longer so that one could learn even more.

REVIEW UPDATE:

I mistakenly clicked on "new game" instead of "continue" on the CSS section, and my game file disappeared\/got deleted. I was currrently on level 43.

I went directly to the Steamapps\/common\/Super Markup Man folder to check if I could restore my data, but to no avail, as there was no such remnants of such files. However, I did find a "solutions" folder with a "css-42.html" file that corresponds to the last level I had just solved.

I feel like any game should allow any user to be able to click on "new game" without having their previous game's progress lost. Not only that, most games let you have several game files, and they also warn you before your game information is going to be deleted.

Furthermore, one would think that being able to go back to redo a previous level would be a readily available feature, not in this game.

** LATEST REVIEW UPDATE:

Sunday, November 25, 2018

The developer (Roppy Chop Studios) promptly fixed the issue.

All I have to say is the following:

"Awesome customer support. I didn't even have to wait a full day for the problem to be solved. Thanks.". Very repetitive and slow. Reminds me of basic math drills when I was a child.
. this and codeacademy go together well. It just helps you memorize the format of the code.. The basic idea for the game is you have a series of platforms and some html tags (bits of css later) that you have to rearrange so that the html/css renders a certain way. The platformmer mechanic gets kind of annoying but I will say I had fun playing through some of the levels so I was able to power through. The look and feel is is pretty plain but I don't think it seems tacky. All in all, I'd say it's worth the price ($3.99 at the time of this writing).. Very repetitive and slow. Reminds me of basic math drills when I was a child.
. Pretty fun but simple game for learning html and css basics.
While it might be more advantageous learning via typing, the extra component of moving blocks of tags around is good way of reenforcing concepts.

At the price point I think it worth checking out for anyone.. The game gives very basic instructions about how things should be divided, and starts off simple. With each increasing level it gives different blocks to place, or has you place them in different orders.. HTML&CSS Simulator Perfect.! ;=). The game gives very basic instructions about how things should be divided, and starts off simple. With each increasing level it gives different blocks to place, or has you place them in different orders.. I may have not played long but from the little i played i think i can say something about the gam because it isn't that advanced mechanicaly

The game and the idead show a little potential but the execution ends up not that interesting
First the gameplay loop in the beginning isn't that enjoyable and get verry repetetive verry quickly and I don't feel that I learn anything either. Like i don't get enough context about what the Html elements do. maybe it's just me that want a little background as to exactly what every element actually is because the game doesn't really make that clear. So according to me it's not a good learning tool

Something that didn't ruin the game but i found a bit strange was that the game didn't show you what you were supposed to do at

the start of the level but you had to press a button show it which is a bitt of a strange design that easily fixable

I think the idea is good and i would really like something that achieves that but this game does not sadly so that's why i can't recomend it

a great way to practice or learn the basics of html and css-- a lot of it has been review for me, which isnt necessarily what i was looking for, but for a beginner this would be perfect.
and its not like reviewing what you already know ever hurts anything.

overall very fun and i recommend it highly.. Pretty fun but simple game for learning html and css basics.
While it might be more advantageous learning via typing, the extra component of moving blocks of tags around is good way of reenforcing concepts.

At the price point I think it worth checking out for anyone.. great little game. It's good, but you could learn so much quickly if you could arrange the labels with the mouse. Moving the character is fun for 5 minutes, after that it's not really convenient. Having completed some other free tutorials, what I appreciated about this game was the pace. You can really learn step by step and understand subtle differences. The way levels are built force you to take the time to practice simple concepts and prevents you to "jump" too soon to something too advanced for you.. This game 's a good HTML & CSS tutorial for Beginners.