<!DOCTYPE html>  
<html lang="en">  
<head>  
<meta charset="UTF-8">  
<title>Flappy Box</title>  
<style>  
body {  
margin: 0;  
overflow: hidden;  
background: #70c5ce;  
display: flex;  
justify-content: center;  
align-items: center;  
height: 100vh;  
}  
canvas {  
background: linear-gradient(to bottom, #70c5ce, #ffffff);  
border: 2px solid #000;  
box-shadow: 0 0 20px rgba(0,0,0,0.5);  
}  
</style>  
</head>  
<body>  
<audio id="bgMusic" src="<https://cdn.pixabay.com/download/audio/2022/02/23/audio_96f0b4a96a.mp3?filename=calm-background-109973.mp3>" loop autoplay></audio>  
  
<canvas id="gameCanvas"></canvas>  
  
<script>  
const canvas = document.getElementById("gameCanvas");  
const ctx = canvas.getContext("2d");  
const bgMusic = document.getElementById("bgMusic");  
  
// Dynamic sizing  
function resizeCanvas() {  
canvas.width = window.innerWidth < 500 ? window.innerWidth - 20 : 400;  
canvas.height = window.innerHeight < 700 ? window.innerHeight - 20 : 600;  
}  
resizeCanvas();  
window.addEventListener('resize', resizeCanvas);  
  
let bird = {  
x: 50,  
y: 150,  
width: 30,  
height: 30,  
gravity: 0.6,  
lift: -10,  
velocity: 0,  
rotation: 0  
};  
  
let pipes = [];  
let frame = 0;  
let score = 0;  
let highScore = localStorage.getItem('flappyHighScore') || 0;  
let gameOver = false;  
  
document.addEventListener("keydown", () => {  
if (!gameOver) bird.velocity = bird.lift;  
else restartGame();  
});  
  
document.addEventListener("touchstart", () => {  
if (!gameOver) bird.velocity = bird.lift;  
else restartGame();  
});  
  
function drawBird() {  
ctx.save();  
ctx.translate(bird.x + bird.width/2, bird.y + bird.height/2);  
ctx.rotate(bird.velocity \* 0.05);  
ctx.fillStyle = "#ff0";  
ctx.fillRect(-bird.width/2, -bird.height/2, bird.width, bird.height);  
ctx.restore();  
}  
  
function drawPipe(pipe) {  
ctx.fillStyle = "#4CAF50";  
ctx.fillRect(pipe.x, 0, pipe.width, pipe.top);  
ctx.fillRect(pipe.x, pipe.bottom, pipe.width, canvas.height - pipe.bottom);  
}  
  
function createPipe() {  
let top = Math.random() \* (canvas.height / 2);  
let gap = 130;  
let bottom = top + gap;  
pipes.push({  
x: canvas.width,  
width: 40,  
top: top,  
bottom: bottom  
});  
}  
  
function updatePipes() {  
for (let i = pipes.length - 1; i >= 0; i--) {  
let p = pipes[i];  
p.x -= 2;  
  
if (  
bird.x < p.x + p.width &&  
bird.x + bird.width > p.x &&  
(bird.y < p.top || bird.y + bird.height > p.bottom)  
) {  
gameOver = true;  
bgMusic.pause();  
if (score > highScore) {  
highScore = score;  
localStorage.setItem('flappyHighScore', highScore);  
}  
}  
  
if (p.x + p.width < 0) {  
pipes.splice(i, 1);  
score++;  
}  
}  
  
if (frame % 100 === 0) createPipe();  
}  
  
function drawScore() {  
ctx.fillStyle = "#000";  
ctx.font = "20px Arial";  
ctx.fillText("Score: " + score, 10, 30);  
ctx.fillText("Best: " + highScore, 10, 60);  
}  
  
function drawGameOver() {  
ctx.fillStyle = "#000";  
ctx.font = "36px Arial";  
ctx.fillText("Game Over", canvas.width/2 - 100, canvas.height/2 - 20);  
ctx.font = "20px Arial";  
ctx.fillText("Tap or Press any key to Restart", canvas.width/2 - 140, canvas.height/2 + 20);  
}  
  
function restartGame() {  
bird.y = 150;  
bird.velocity = 0;  
pipes = [];  
score = 0;  
gameOver = false;  
frame = 0;  
bgMusic.currentTime = 0;  
bgMusic.play();  
}  
  
function draw() {  
ctx.clearRect(0, 0, canvas.width, canvas.height);  
  
drawBird();  
pipes.forEach(drawPipe);  
drawScore();  
  
if (gameOver) {  
drawGameOver();  
return;  
}  
  
bird.velocity += bird.gravity;  
bird.y += bird.velocity;  
  
if (bird.velocity < 0) bird.rotation = -15;  
else bird.rotation = 15;  
  
if (bird.y + bird.height > canvas.height || bird.y < 0) {  
gameOver = true;  
bgMusic.pause();  
if (score > highScore) {  
highScore = score;  
localStorage.setItem('flappyHighScore', highScore);  
}  
}  
  
updatePipes();  
  
frame++;  
requestAnimationFrame(draw);  
}  
  
createPipe();  
draw();  
</script>  
</body>  
</html>