

The Treasure Hunt Game

Objective:

Create an interactive **Treasure Hunt Game** using **HTML, CSS, and JavaScript**. The game will randomly hide a treasure on a grid, and the player has to find it with the fewest number of guesses.

Requirements:

1. HTML Structure:

- A **5x5 grid** (25 clickable cells) where the treasure is hidden.
- A **message display area** to give hints.
- A **counter** showing the number of attempts.
- A **restart button** to play again.

2. CSS Styling:

- Style the grid with **equal-sized squares**.
- Add **hover effects** and **click animations**.
- Use **different colors/icons** for explored areas and the treasure.

3. JavaScript Logic:

- **Random Treasure Placement:**
 - Use `Math.random()` to generate **random row and column positions** for the treasure.
- **User Click Handling:**
 - When the player clicks a cell:

- If the **treasure is found**, display a success message and change the cell's color.
- If **wrong**, give a hint:
 - "Warmer" if they're getting closer.
 - "Colder" if they're moving away.
- Change the clicked cell's color to indicate it has been checked.
- **Tracking Attempts:**
 - Display the number of attempts taken.
 - End the game after **10 failed attempts**.
- **Restart Game:**
 - Clicking "Restart" resets the grid and places the treasure in a new location.