**Nacnas, Kevin Dave W. CIT 3rd Year B**

**Kill the Cockroaches!** is a browser-based clicker game where players eliminate as many cockroaches as possible within a time limit. With a progressively increasing difficulty curve, responsive design, and interactive audio-visual feedback, the game offers an engaging and addictive experience.

**Features**

* **Interactive Gameplay:** Click on cockroaches to kill them before they disappear.
* **Timer Countdown:** Default game duration is 90 seconds (modifiable).
* **Scoring System:** Each cockroach eliminated adds 1 point to the score.
* **Increasing Difficulty:** Spawn rate decreases every 10 seconds, increasing game speed.
* **Audio Control:** Toggle background music and squish sound effects with a mute/unmute button.
* **Network Handling:** Automatically pauses the game when offline and resumes when back online.
* **Responsive Design:** Works seamlessly on desktops, tablets, and smartphones.
* **Visual Feedback:** “Speed Increased!” message appears as difficulty ramps up.

**File Structure**

kill-the-cockroaches/

├── index.html # Main HTML file

├── style.css # Styling for layout, cockroach design, and responsiveness

├── script.js # Main game logic (spawning, scoring, timer, audio)

├── manifest.json # Web app manifest (for PWA support, if applicable)

└── assets/

├── bg-music.mp3 # Background music during gameplay

├── squish.mp3 # Sound effect for cockroach kill

├── cockroach.png # Live cockroach image

└── dead-cockroach.png # Image for dead cockroach

└── cockroach background.png # Image for the game

└── slipper.png # Image for the cursor

**Technologies Used**

* **HTML5 –** Markup and structure
* **CSS3 –** Styling and layout
* **JavaScript (ES6) –** Game logic, events, and interactivity
* **Web Audio API –** Handling audio playback

**How to Play**

1. **Start Game:** Click the “Start Game” button on the popup.
2. **Kill Cockroaches:** Click on cockroaches before they vanish to kill them.
3. **Score Points:** Each click adds 1 point to your score.
4. **Watch Out:** As time progresses, cockroaches spawn faster.
5. **Time’s Up:** After 90 seconds, the game ends and your score is shown.
6. **Play Again:** Click “Play Again” to restart the game.

**Controls**

* **Mouse Click**: Eliminate cockroaches.
* **Mute/Unmute Button**: Toggle background music and sound effects.

**Audio**

* **Background Music:** Loops throughout gameplay. Can be muted.
* **Squish Sound:** Plays when a cockroach is successfully killed. Can be muted.

**Responsive Design**

The game is designed to be responsive and should function well on various devices, including desktops, tablets, and smartphones.

**Customization**

* **Game Duration**: Modify the timeLeft variable in script.js to change the game duration.
* **Spawn Rate**: Adjust the spawnRate variable in script.js to change how frequently cockroaches appear.
* **Assets**: Replace images and audio files in the assets/ folder to customize the game's appearance and sounds.

**Network Handling**

* If the player goes offline, the game will pause automatically and show an alert.
* Once reconnected, the game resumes automatically, preserving progress.