<!DOCTYPE html>

<html>

<head>

<title>Car Racing Game</title>

<style>

body {

margin: 0;

overflow: hidden;

background-color: #333;

}

#gameContainer {

width: 400px;

height: 600px;

margin: 20px auto;

position: relative;

background-color: #444;

border: 2px solid white;

}

#road {

width: 300px;

height: 600px;

margin: 0 auto;

position: relative;

border-left: 5px dashed white;

border-right: 5px dashed white;

}

#playerCar {

width: 50px;

height: 80px;

background-color: blue;

position: absolute;

bottom: 20px;

left: 125px;

border-radius: 10px;

}

.enemyCar {

width: 50px;

height: 80px;

background-color: red;

position: absolute;

border-radius: 10px;

}

#score {

position: absolute;

top: 10px;

left: 10px;

color: white;

font-family: Arial;

font-size: 20px;

}

#gameOver {

display: none;

position: absolute;

top: 50%;

left: 50%;

transform: translate(-50%, -50%);

color: white;

font-size: 40px;

text-align: center;

}

</style>

</head>

<body>

<div id="gameContainer">

<div id="road">

<div id="score">Score: 0</div>

<div id="playerCar"></div>

<div id="gameOver">Game Over!<br>Refresh to Play Again</div>

</div>

</div>

<script>

const playerCar = document.getElementById('playerCar');

const road = document.getElementById('road');

const scoreElement = document.getElementById('score');

const gameOverElement = document.getElementById('gameOver');

let score = 0;

let playerX = 125;

let gameActive = true;

let enemies = [];

document.addEventListener('keydown', (e) => {

if (!gameActive) return;

if (e.key === 'ArrowLeft' && playerX > 25) {

playerX -= 100;

} else if (e.key === 'ArrowRight' && playerX < 225) {

playerX += 100;

}

playerCar.style.left = playerX + 'px';

});

function createEnemy() {

if (!gameActive) return;

const enemy = document.createElement('div');

enemy.className = 'enemyCar';

enemy.style.left = (Math.floor(Math.random() \* 3) \* 100 + 25) + 'px';

enemy.style.top = '-80px';

road.appendChild(enemy);

enemies.push(enemy);

}

function moveEnemies() {

if (!gameActive) return;

for (let i = enemies.length - 1; i >= 0; i--) {

const enemy = enemies[i];

const currentTop = parseInt(enemy.style.top) || -80;

enemy.style.top = (currentTop + 5) + 'px';

// Collision detection

if (currentTop + 80 > 520 && Math.abs(playerX - parseInt(enemy.style.left)) < 50) {

gameOver();

}

if (currentTop > 600) {

road.removeChild(enemy);

enemies.splice(i, 1);

score += 10;

scoreElement.textContent = `Score: ${score}`;

}

}

}

function gameOver() {

gameActive = false;

gameOverElement.style.display = 'block';

clearInterval(enemyInterval);

clearInterval(gameLoop);

}

// Game loop

const enemyInterval = setInterval(createEnemy, 1500);

const gameLoop = setInterval(moveEnemies, 20);

</script>

</body>

</html>