--- index.html ---

<!DOCTYPE html>
<html lang="vi">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Game Hứng Táo</title>
<script src="https://cdn.jsdelivr.net/npm/phaser@3.60.0/dist/phaser.js"></script>
<script src="https://cdn.jsdelivr.net/npm/@mediapipe/camera\_utils"></script>
<script src="https://cdn.jsdelivr.net/npm/@mediapipe/hands"></script>
<link rel="icon" type="image/x-icon" href="public/assets/favicon.ico">
<link rel="stylesheet" href="style.css">
</head>
<body>
<h1 id="gameTitle">Game Hứng Táo</h1>
<div id="mainMenu" style="display: block;">
<button id="startGameBtn">Chơi ngay</button>
<button id="settingsBtn">Cài đặt</button>
</div>
<div id="settings">
<label id="fallSpeedLabel">Tốc độ rơi: <input id="speedSlider" type="range" min="10" max="100" step="10" value="50"></label>
<span id="speedValue">50</span>
<br><br>
<label id="basketSpeedLabel">Tốc độ di chuyển giỏ: <input id="basketSpeedSlider" type="range" min="50" max="500" step="50" value="200"></label>
<span id="basketSpeedValue">200</span>
<h3 id="controlTypeTitle">Chọn kiểu điều khiển:</h3>
<label><input type="radio" name="controlType" value="keyboard" checked> <span id="keyboardLabel">Bàn phím</span></label>
<label><input type="radio" name="controlType" value="handtracking"> <span id="handtrackingLabel">Hand Tracking</span></label>
<h3 id="languageSelectTitle">Chọn ngôn ngữ:</h3>
<select id="languageSelect">
<option value="vi" selected>Tiếng Việt</option>
<option value="en">English</option>
<option value="zh">中文</option>
</select>
<h3>Chọn chế độ chơi:</h3>
<label><input type="radio" name="gameMode" value="free" checked> Chế độ Tự Do</label>
<label><input type="radio" name="gameMode" value="60s"> Chế độ 60 Giây</label>
<button id="saveSettingsBtn">Lưu</button>
<button id="backToMenuBtn">Quay lại</button>
</div>
<div id="gameScreen">
<canvas id="gameCanvas"></canvas>
<button id="returnToMenuBtn">Về Menu</button>
</div>
<button id="Nut\_Webcam">Bật Webcam</button>
<div id="canvas\_feedback">
<canvas id="canvas"></canvas>
</div>
<script type="module" src="/game\_module/game.js"></script>
</body>
</html>

--- style.css ---

/\*style.css\*/
@import url('https://fonts.googleapis.com/css2?family=Poppins:wght@400;700&display=swap');
\* {
margin: 0;
padding: 0;
box-sizing: border-box;
font-family: 'Poppins', sans-serif;
}
body {
display: flex;
flex-direction: column;
align-items: center;
justify-content: flex-start;
background-color: #121212;
color: #ffffff;
min-height: 100vh;
padding-top: 40px;
text-align: center;
}
h1 {
margin-bottom: 20px;
font-size: 36px;
font-weight: 700;
color: #ffcc00;
text-shadow: 2px 2px #000;
}
canvas {
border: 3px solid #ffffff;
width: 500px;
height: 500px;
border-radius: 15px;
box-shadow: 0px 0px 20px rgba(255, 255, 255, 0.3);
}
#mainMenu, #settings, #gameScreen {
padding: 20px;
background-color: rgba(30, 30, 30, 0.9);
border-radius: 10px;
box-shadow: 0px 4px 15px rgba(0,0,0,0.5);
margin-top: 20px;
display: none;
}
button {
width: 220px;
padding: 14px;
font-size: 18px;
font-weight: bold;
border: none;
border-radius: 30px;
cursor: pointer;
background: linear-gradient(135deg, #3498db, #2980b9);
color: white;
transition: all 0.3s ease;
margin: 10px;
box-shadow: 0px 4px 10px rgba(0,0,0,0.3);
}
button:hover {
background: linear-gradient(135deg, #5dade2, #3498db);
transform: scale(1.05);
}
select {
width: 220px;
padding: 12px;
font-size: 18px;
font-weight: bold;
border: 2px solid #3498db;
border-radius: 10px;
cursor: pointer;
background: linear-gradient(135deg, #2c3e50, #3498db);
color: white;
transition: all 0.3s ease;
appearance: none; /\* Ẩn kiểu mặc định của trình duyệt \*/
text-align: center;
}
select:hover {
background: linear-gradient(135deg, #5dade2, #3498db);
transform: scale(1.05);
}
select:focus {
outline: none;
box-shadow: 0px 0px 10px rgba(52, 152, 219, 0.8);
}
option {
background-color: #2c3e50;
color: white;
padding: 10px;
}