

Javascript:

```
score=0;  
cross= true;  
document.onkeydown=function(e){  
  
    console.log("Key is:", e.key);  
  
    if(e.key=="ArrowUp"){  
  
        dino=document.querySelector('.dino');  
  
        dino.classList.add('animateDino')  
  
        // dinoX=parseInt(window.getComputedStyle(dino,null).getPropertyValue('left'));  
  
        // dino.style.left=dinoX+112+"px";  
  
        setTimeout(() => {  
  
            dino.classList.remove('animateDino')  
  
        },1000);  
  
    }  
  
    // if(e.key=="ArrowRight"){  
  
    //     dino=document.querySelector('.dino');  
  
    //     dinoX=parseInt(window.getComputedStyle(dino,null).getPropertyValue('left'));  
  
    //     dino.style.left=dinoX+112+"px";  
  
    // }  
  
    // if(e.key=="ArrowLeft"){  
  
    //     dino=document.querySelector('.dino');
```

```
//  dinoX=parseInt(window.getComputedStyle(dino,null).getPropertyValue('left'));
//  dino.style.left=(dinoX-112)+"px";
// }

}

setInterval(() => {
  dino=document.querySelector('.dino');
  gameOver=document.querySelector('.gameOver');
  obstacle=document.querySelector('.obstacle');
  dx=parseInt(window.getComputedStyle(dino,null).getPropertyValue('left'));
  dy=parseInt(window.getComputedStyle(dino,null).getPropertyValue('top'));

  ox=parseInt(window.getComputedStyle(obstacle,null).getPropertyValue('left'));
  oy=parseInt(window.getComputedStyle(obstacle,null).getPropertyValue('top'));

  offsetX=Math.abs(dx-ox);
  offsetY=Math.abs(dy-oy);
  if(offsetX<60 && offsetY<52){
    gameOver.style.visibility='visible';
    obstacle.classList.remove('obstacleAni')
  }
  else if(offsetX< 145 && cross){
    score+=1;
    upadateScore(score);
    cross=false;
  }
})
```

```
setTimeout(() => {
    cross=true;
}, 1000);
}

},100);

function upadateScore(score){
    scoreCount.innerHTML="Your Score:"+score
}
```

CSS:

```
*{
    margin: 0;
    padding: 0;
}

body{
    background-color: red;
    overflow: hidden;
}

.gameContainer{
```

```
background-image: url(bg.jpg);
background-repeat: no-repeat;
background-size: 100vw 100vh;
width: 100%;

height: 100vh;
```

}

```
.dino{
background-image: url(dino.png);
background-repeat: no-repeat;
background-size: cover;
width: 223px;
height: 114px;
position: absolute;
bottom: 0;
```

```
    left: 52px;  
}  
  
.obstacle{  
    background-image: url(dragon.png);  
    background-size: cover;  
    width: 166px;  
    height: 113px;  
    position: absolute;  
    bottom: 0;  
    left: 44vw;  
  
}  
  
.animateDino{
```

```
animation: dino 1s linear;  
}  
.gameOver{  
    visibility: hidden;  
}  
@keyframes dino {  
    0%{  
        bottom: 0;  
    }  
    50%{  
        bottom: 422px;  
    }  
}
```

```
100%{  
    bottom: 0;  
}  
  
}  
  
.obstacleAni{  
    animation: obstacleAni 5s linear infinite;  
}  
  
@keyframes obstacleAni {  
    0%{  
        left: 100vw;  
    }  
    100%{  
        left:-10vw  
    }  
}
```

}

Html:

```
<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">

    <title>Running Game</title>

    <link rel="stylesheet" href="style.css">

</head>

<body>

    <div class="gameContainer">
```

```
<div class="gameOver" style="color:  
greenyellow;">  
  
    Game Over  
  
</div>  
  
<div class="dino"></div>  
  
<div id="scoreCount" style="color:  
greenyellow;">Your Score:0</div>  
  
<div class="obstacle obstacleAni"></div>  
  
</div>  
  
<script src="script.js"></script>  
  
</body>  
  
</html>
```