

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>
```