```html
<!DOCTYPE html> <html lang="en"> <head> <meta charset="UTF-8"> <meta name="viewport"
content="width=device-width, initial-scale=1.0"> <title>Advanced WWII Game</title> <style>
body { margin: 0; overflow: hidden; background-color: #f0f0f0; } canvas { display: block;
background-color: #87CEEB; } #ui { position: absolute; top: 0; left: 0; width: 100%; height:
100%; background: rgba(0, 0, 0, 0.7); display: flex; flex-direction: column; align-items: center;
justify-content: center; color: white; font-family: Arial, sans-serif; } #gameUI { position: absolute;
top: 0; left: 0; width: 100%; padding: 10px; color: white; font-family: Arial, sans-serif;
background: rgba(0, 0, 0, 0.5); display: flex; justify-content: space-between; } </style> </head>
<body> <canvas id="gameCanvas"></canvas> <div id="ui"> <!-- UI Elements --> <h1
id="titleScreen">Advanced WWII Game</h1> <button id="startButton">Start Game</button>
<div id="characterSelection" style="display: none;"> <h2>Select Your Character:</h2> <button
class="characterButton" data-character="soldier">Soldier</button> <button
class="characterButton" data-character="sniper">Sniper</button> <button
class="characterButton" data-character="heavy">Heavy</button> </div> <div id="aiSelection"
style="display: none;"> <h2>Select Your AI Companion:</h2> <button class="aiButton"
data-companion="seal1">Seal Team Member 1</button> <button class="aiButton"
data-companion="seal2">Seal Team Member 2</button> </div> <div id="backstory"
style="display: none;"> <h2>Backstory:</h2> <p>Once the best SEAL team in the world, only
you and your companion survived the tragic mission that claimed your squad. Now, you must
finish what your team started and bring the war to an end...</p> <button
id="startGameButton">Begin Mission</button> </div> </div> <!-- Gameplay UI --> <div
id="gameUI" style="display: none;"> <h1 id="score">Score: 0</h1> <h2 id="level">Level:
1</h2> <h3 id="health">Health: 100</h3> </div> <script> // Canvas Setup const canvas =
document.getElementById('gameCanvas'); const ctx = canvas.getContext('2d'); canvas.width =
window.innerWidth; canvas.height = window.innerHeight; // UI Elements const startButton =
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document.getElementById('startButton'); const characterSelection =
document.getElementById('characterSelection'); const aiSelection =
document.getElementById('aiSelection'); const backstory =
document.getElementById('backstory'); const startGameButton =
document.getElementById('startGameButton'); const gameUI =
document.getElementById('gameUI'); const scoreElement = document.getElementById('score');
const levelElement = document.getElementById('level'); const healthElement =
document.getElementById('health'); let playerCharacter; let aiCompanion; // Character Stats
const characters = { 'soldier': { color: 'green', speed: 5, strength: 7, health: 100, protection: 5,
luck: 3 }, 'sniper': { color: 'blue', speed: 4, strength: 5, health: 80, protection: 3, luck: 7 }, 'heavy': {
color: 'red', speed: 3, strength: 9, health: 120, protection: 8, luck: 2 } }; // AI Companion Stats
const aiStats = { 'seal1': { color: 'darkgreen', speed: 5, strength: 7, health: 100, protection: 5,
luck: 3 }, 'seal2': { color: 'darkblue', speed: 4, strength: 5, health: 80, protection: 3, luck: 7 } }; //
Player Object const player = { x: canvas.width / 2 - 25, y: canvas.height - 60, width: 50, height:
30, stats: null, }; // AI Companion Object const ai = { x: canvas.width / 2 + 50, y: canvas.height -
60, width: 50, height: 30, stats: {}, behavior: 'follow', }; // Bullets let bullets = []; const bulletSpeed
= 7; const bulletWidth = 5; const bulletHeight = 15; // Weapons const weapons = [ { type: 'pistol',
damage: 10, range: 100, shotSpeed: 5, ammo: 12 }, { type: 'rifle', damage: 20, range: 200,
shotSpeed: 3, ammo: 30 } ]; let currentWeapon = weapons[0]; // Enemies and Obstacles let
enemies = []; let obstacles = []; // Game States let currentLevel = 1; let score = 0; // Event
Listeners for UI startButton.addEventListener('click', () => {
document.getElementById('titleScreen').style.display = 'none'; startButton.style.display = 'none';
characterSelection.style.display = 'block'; });
document.querySelectorAll('.characterButton').forEach(button => {
button.addEventListener('click', (e) => { playerCharacter = e.target.getAttribute('data-character');
player.stats = characters[playerCharacter]; characterSelection.style.display = 'none';
aiSelection.style.display = 'block'; }); }); document.querySelectorAll('.aiButton').forEach(button
=> { button.addEventListener('click', (e) => { aiCompanion =
e.target.getAttribute('data-companion'); ai.stats = aiStats[aiCompanion]; aiSelection.style.display
= 'none'; backstory.style.display = 'block'; }); }); startGameButton.addEventListener('click', () => {
backstory.style.display = 'none'; gameUI.style.display = 'block'; startGame(); }); // Game Logic
function startGame() { loadLevel(currentLevel); gameLoop(); } function loadLevel(level) { //
Reset the game state for the new level enemies = []; obstacles = []; if (level === 1) { // Level 1:
Basic enemies, simple obstacles spawnEnemies(5, 'easy'); spawnObstacles(3); } else if (level
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=== 2) { // Level 2: Capture Hitler mission spawnEnemies(10, 'medium'); spawnObstacles(5);
spawnHitlerBoss(); } else if (level === 3) { // Level 3: Final boss mission spawnEnemies(15,
'hard'); spawnObstacles(7); spawnFinalBoss(); } levelElement.textContent = `Level: ${level}`; }
function spawnEnemies(count, difficulty) { // Spawn a number of enemies based on the difficulty
level for (let i = 0; i < count; i++) { enemies.push({ x: Math.random() * canvas.width, y:
Math.random() * canvas.height / 2, width: 30, height: 30, speed: difficulty === 'easy' ? 2 :
difficulty === 'medium' ? 4 : 6, health: difficulty === 'easy' ? 50 : difficulty === 'medium' ? 100 :
150 }); } } function spawnObstacles(count) { // Spawn a number of obstacles that player needs
to navigate through for (let i = 0; i < count; i++) { obstacles.push({ x: Math.random() *
canvas.width, y: Math.random() * canvas.height, width: 50, height: 50, type: 'barrier' // You can
add different types of obstacles }); } } function spawnHitlerBoss() { // Create Hitler boss enemy
with a small exploitable weakness enemies.push({ x: canvas.width / 2, y: 50, width
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