

```
<!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>
```

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<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 = document.getElementById('startButton');
    const characterSelection = document.getElementById('characterSelection');
    const aiSelection = document.getElementById('aiSelection');
    const backstory = document.getElementById('backstory');
    const startGameButton = document.getElementById('startGameButton');
  </script>

```

```
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
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```
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
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```
let bullets = [];
const bulletSpeed = 7;
const bulletWidth = 5;
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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';

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    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 === 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
    });
  }
}

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    });  
  }  
}
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```
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,  

```