Snopshots:
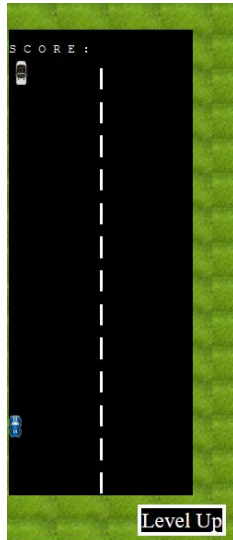
Press one time 'Level Up' to Run the Game

white car is opponent then Blue color car is me.

If Blue car is Hitting White Car then Hit pop is Opened.

If we want to speedup the White Car speed continuously press the 'Level Up'

Scripts:

```
<html>
 <style>
 body{
  /* background-color: greenyellow; */
   background-image: url('https://image.freepik.com/free-photo/green-grass-background-textured-top-view-detail-turf-floor-soccer-field_3236-1869.jpg');
   background-size:contain;
 }
 .start{
  left: 210px;
  top: 820px ;
  background-color: black;
  color: white;
```

```css
  position:relative;

  font-size:35px;

  border:6px solid white ;

}
.line{

  background-color:white;

  height:35px;

  width:5px;

  opacity:1;

  margin-left: 148px;

  position:relative;

  z-index:1;

}
.car{

  width: 20px;

  height: 35px;

  outline-width: 20px;

  font-size: 40px;

  /*background-color: yellow; */

  background-image: url('http://pixeljoint.com/files/icons/racecar.png');

  background-repeat: no-repeat;

  background-size: cover;

  position: absolute;

  top: 630px;

}
.police{

  width:20px;

  height: 40px ;
```

```
    background-image: url('https://pluspng.com/img-png/car-png-top-view-png-free-top-view-png-car-mercedez-
381.png');

    background-size: cover;

    position: absolute;

    top: 50px;

    left: 10px;

  }

  .area{

    /*margin-left: 100px;  */

    width: 300px;

    background-color: black;

    color: white;

    font-size: 20px;

    height: 760px;

    position:absolute;

  }

</style>

  <body>

    <inc class="start">Level Up</inc>

    <div class="area">

      <pre>S C O R E :</pre>

     <!-- <div class="line"></div> -->

     </div>

  </body>

  <script>

  var count=0;

  let area=document.querySelector(".area");

  let start=document.querySelector(".start");

  start.addEventListener("click",play);

    // c a r
```

```javascript
var car=document.createElement("div");

car.classList.add("car"); // (or)car.setAttribute("class","car");

area.appendChild(car);   // car.innerHTML="$" ;

  // P O l i C e

var police=document.createElement("div");

police.classList.add("police");

area.appendChild(police);

const areabound=area.getBoundingClientRect();

var carbound=car.getBoundingClientRect();

var policebound=police.getBoundingClientRect();

var check=true;

do{

 var lin=document.createElement("pre");

 lin.setAttribute("class","line");

 area.appendChild(lin);

 var linebound=lin.getBoundingClientRect();

}while(linebound.y<areabound.height);


 // S T A R T

 function play(){


 if(check)  {

   document.addEventListener("keydown",press);

  //document.addEventListener("keyup",release);

 }

 else{ endgame(); }

    // P o l i c e   MOVE

let mov=()=>setInterval(function(){

 if( (policebound.y-policebound.height)<areabound.height && policebound.y!==NaN)
```

```javascript
{police.style.top = (policebound.y += 5 ) +'px';

//area.appendChild(police);

}

else{ police.style.top=(policebound.y -= areabound.height)+"px";

police.style.left = (policebound.x = Math.floor(Math.random()*areabound.width))+'px';}

},50) ;

window.requestAnimationFrame(mov);

} //end start function........

// K E Y

function press(k){

        //C o ll i d e

  function isCollide(carbound,policebound) {

  // Check x and y for overlap

   if (policebound.x > carbound.width + carbound.x+10

      || carbound.x > policebound.width + policebound.x

      || policebound.y > carbound.height + carbound.y

      || carbound.y > policebound.height + policebound.y){ return false; }

    else{return true;}

  }

  if(isCollide(carbound,policebound)){ endgame(); }

  // K E Y

  k.preventDefault();

  let ke=k.key;       //k.key contain what we press from keyboards

  console.log(ke+" press");

  switch(ke){

    case "ArrowUp":{car.style.top = (carbound.y -= 5) +'px'};break;

    case "ArrowDown":{car.style.top = (carbound.y += 5) +'px';break;}

    case "ArrowLeft":{car.style.left = (carbound.x -= 5) +'px';break}

    case "ArrowRight":{car.style.left = (carbound.x += 5) +'px';break;}
```

```
        default:endgame();

      }

    }


  function release(k){

    k.preventDefault();

    let ke=k.key;

    console.log(ke+" release");

    if(ke == "ArrowUp"){car.style.top = carbound.y  +'px'}

    if(ke == "ArrowDown"){car.style.top = carbound.y +'px'}

    if(ke == "ArrowLeft"){car.style.left = carbound.x +'px'}

    if(ke == "ArrowRight"){car.style.left = carbound.x +'px'}

  }
  // E N D
  function endgame(){

   console.log("E N D");

   alert("H I T");

   const check=false;

  }
 </script>
</html>
```