

# Gameeee

Gameeee



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- *The implication of plagiarism has been explained to me by my institution*
- *This assignment is all my own work and I have acknowledged any use of the published and unpublished works of other people.*
- *I wrote all code myself. I did all design myself. I did not copy anything from anywhere.*

**Student's signature: Nuriddinbek**

**Date: 30.01.2023y.**

<b>Total number of pages including this "Gameeee-book"</b>		<b>50</b>
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<b>No</b>	<b>Used tools</b>
<b>1</b>	<b>HTML 5</b>
<b>2</b>	<b>CSS 3</b>
<b>3</b>	<b>Bootstrap 5</b>
<b>4</b>	<b>JavaScript</b>
<b>5</b>	<b>Photoshop</b>

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## *ABSTRACTION*

Nowadays web-design is developing day by day. That is why web-game is developing too. Many people are interested in web-game, because web-games are simple and relaxing for even people not for only kids. Therefore according to my majority I am going to create game website. Here you will be able to play many kinds of games and enjoy. The main purpose of creating this is just repeating, strengthening and checking my knowledge and adding this project to my career. One additional thing is that there is no any solution for any problem in our life. It is for just entertainment.

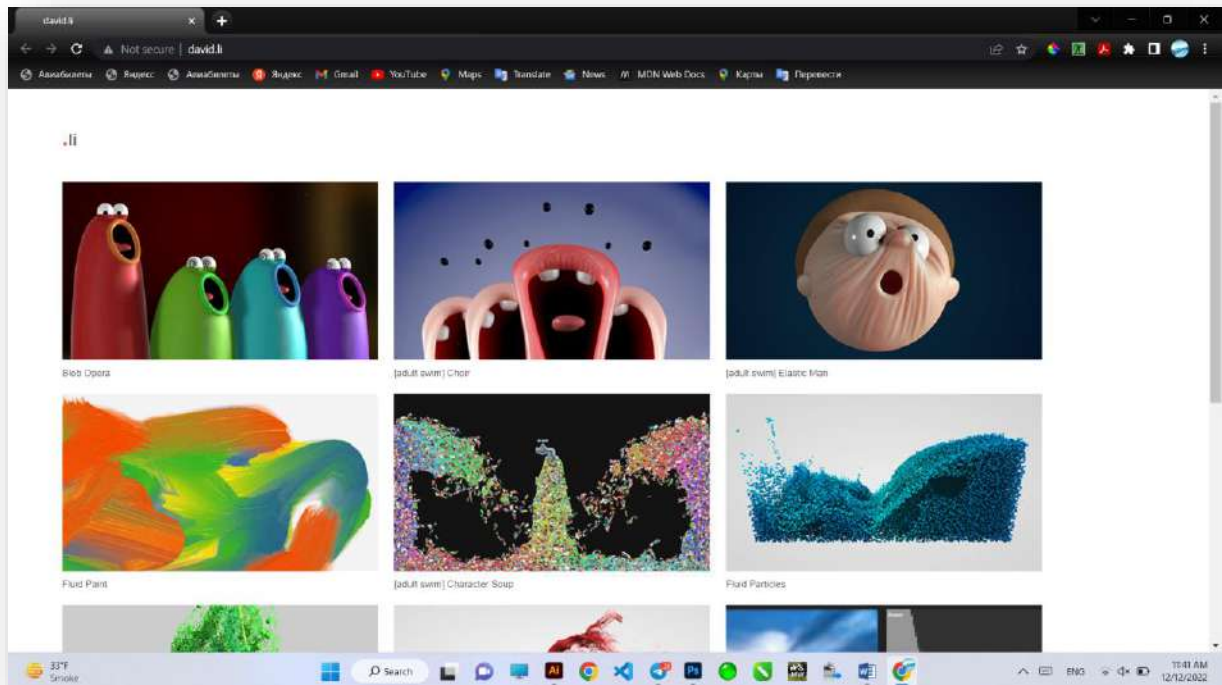
## *INTRODUCTION*

**Gameee** – Collection of simple interesting games.

**Creation** – Creator of Gameee and its manual book is Nuriddinbek Obidjonov, Student of Sharda University Uzbekistan. I worked to create Gameee and graphic design of Gameee and its manual book. Project created with the use of Javascript.

## CURRENT SYSTEM

There is one current system. This looks like the following. This is very interesting and attractive.



No need for additional description If you are interested, check this link

Check

## *LIMITATIONS*

If you focus on limitation of “Gameee”, you may realize some shortages. Because this is brand new website and did not tested very much.

**First limitation** is search engine. On the top right corner of the page, you can see search button, but currently this search option does not work. In the future, I will try to enable it.

**Second Limitation** is in “Dinosaur” game. “Dinosaur” game is not responsive. Because of this you only have to play with full screen width on computer. It was not adopted for playing on mobile phone.

**Third limitation** is in “Dinosaur” game again. “Dinosaur” game has no speed limit. So while you are playing, speed of dinosaur will increase infinitely.



## *PURPOSE NEW SYSTEM*

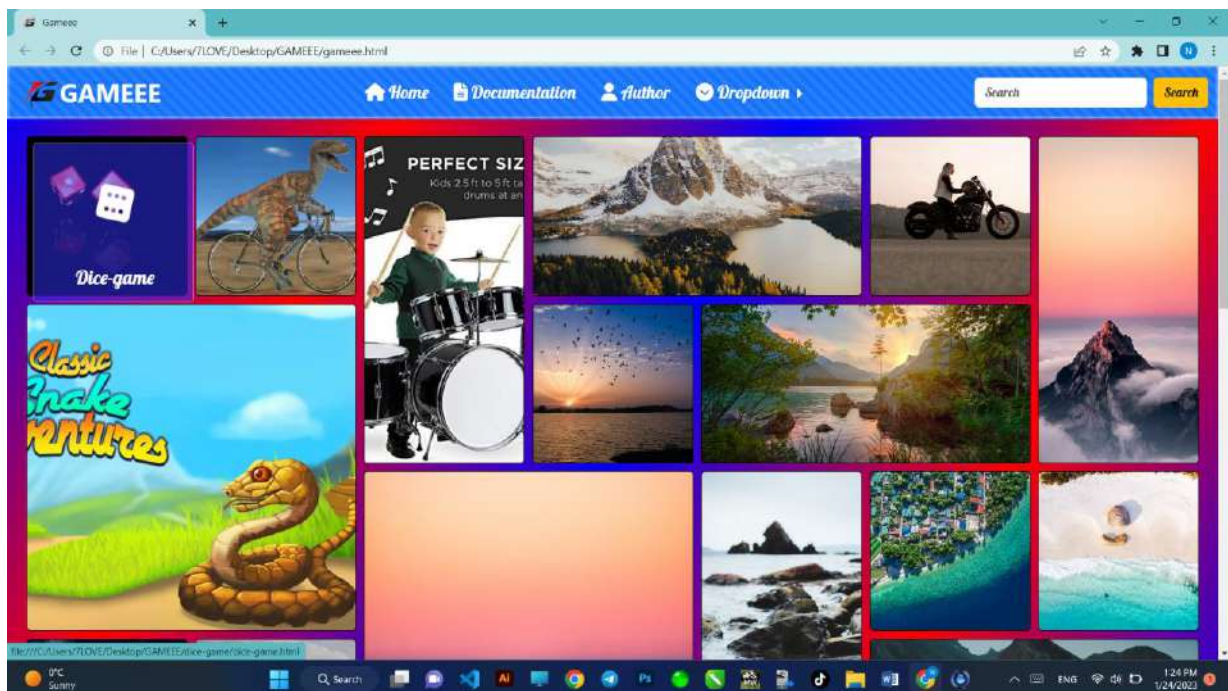
This new system added to my career and always will be modernized. There will be more games than old system in new system and it will be faster than old system. One important thing is I strengthened my theoretical knowledge through practice.

## *BENEFIT OF NEW SYSTEM*

- It can reduce time of loading website
- More games than old system
- Attractive design
- No advertisements

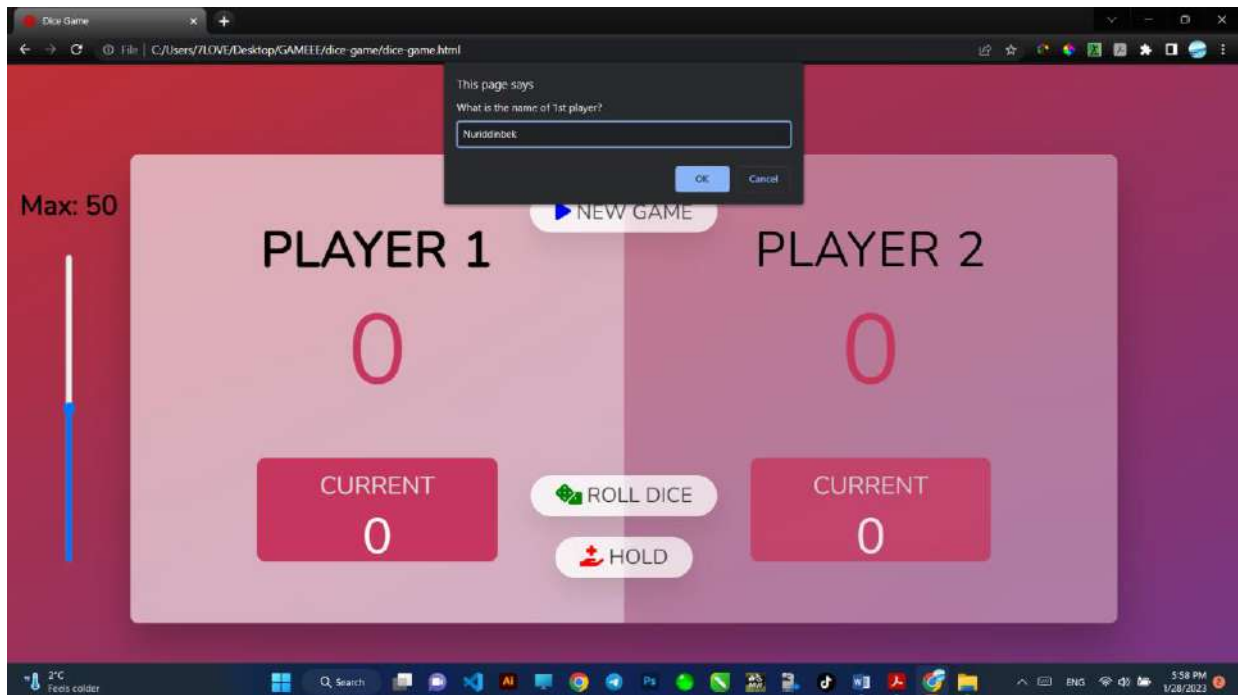
## *SYSTEM SPECIFICATION/FUNCTION MODULES*

This is the main window of “Gameee”.

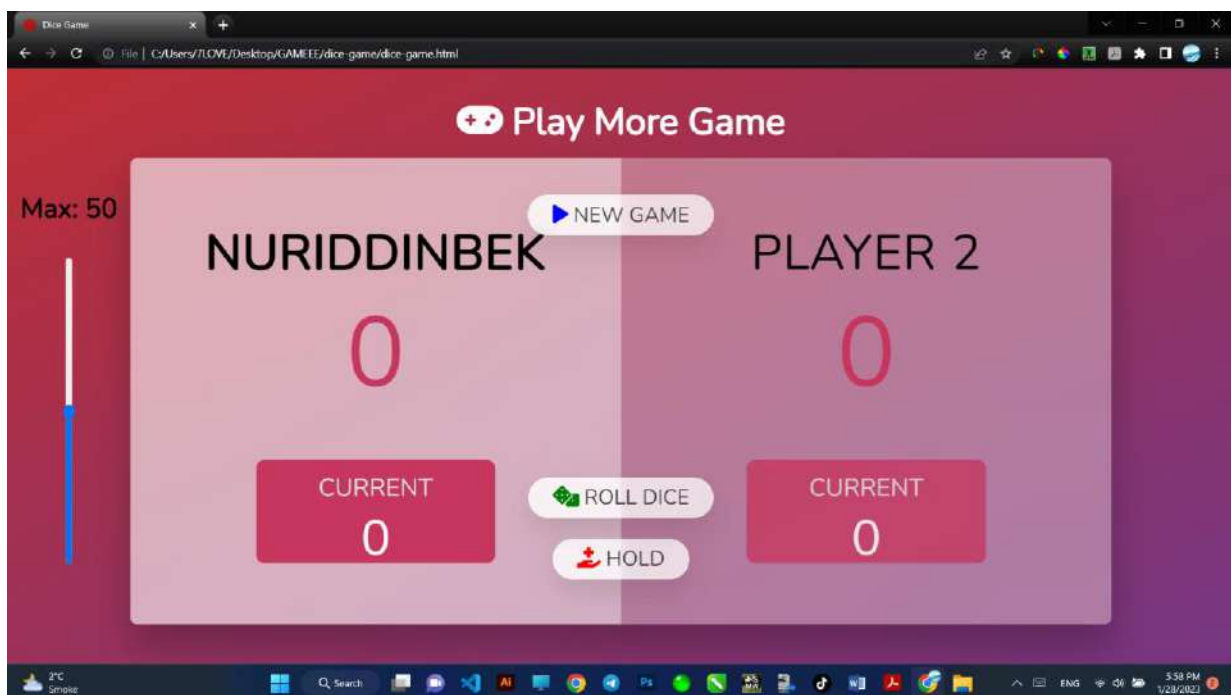


At the top menu bar, you can see “Documentation” and “Author” and all necessary features of “Gameee”. Search button is on top-right corner. In “Documentation” section, Everything was introduced. With image you realize what game it is and if you go over that image with mouse, name of game will be shown. If

you press on that image, you will go to that game. For example if you press dice image you will directly go to “Dice-game”. Then the following window will be shown.



Firstly, this window asks you first player's name then second player's name. If you enter name that name will be shown while playing, otherwise “PLAYER 1” and “PLAYER 2” will be shown. For example, for the first I entered my name and for the second I did not enter nothing. So the following window shown.





Here the guide is shown in one game example and you will understand the rest of the parts and games while playing the game yourself.

### *INPUT AND OUTPUT SPECIFICATION*

Some games will ask you for your name and save the maximum score you have earned with your name and the maximum score will appear with your name next time you log in to the game.

### *HARDWARE AND SOFTWARE REQUIREMENT*

Hardware requirement: For the Program to be run the set of computer hardware must be prepared with the following specifications:

#### **Computer**

- 4Gb RAM
- 128Gb HDD
- Mouse
- Keyboard
- 15.6 window (Normal)
- No need "Video card", "SSD". It is good if there is one.

Software Requirement: For the Program to be run the set of the following software must be prepared with the following specifications:

- Internet access
- Google chrome or any browser

## CODE IMPLEMENTATION

### Main window code: HTML

```
<!DOCTYPE html>
<html lang="en">
<head>
  <!-- NECESSARY META TAGS -->
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <!-- BOOTSTRAP -->
  <link rel="stylesheet" href="bootstrap-4.6.2-dist/css/bootstrap.min.css">

  <!-- FONTAWESOME -->
  <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/6.2.1/css/all.min.css">

  <!-- CSS -->
  <link rel="stylesheet" href="gameee-style.css">

  <!-- TITLE -->
  <title>Gameee</title>
  <link rel="icon" href="gameee-logo.png">
</head>
<body>

  <!-- NAVIGATION -->
  <nav class="navbar navbar-expand-lg bg-body-tertiary">
    <div class="container-fluid">

      <!-- progress -->
      <div class="progress" role="progressbar" aria-label="Animated striped example"
aria-valuenow="75" aria-valuemin="0" aria-valuemax="100">
        <div class="progress-bar progress-bar-striped progress-bar-animated"
style="width: 100%"></div>
      </div>

      <!-- nav elements -->
      <a class="navbar-brand" href="#">
GAMEEE</a>
      <button class="navbar-toggler" type="button" data-bs-toggle="collapse" data-
bs-target="#navbarSupportedContent" aria-controls="navbarSupportedContent" aria-
expanded="false" aria-label="Toggle navigation">
        <span class="navbar-toggler-icon"></span>
      </button>
      <div class="collapse navbar-collapse themes" id="navbarSupportedContent">
        <ul class="navbar-nav me-auto mb-2 mb-lg-0">
          <li class="nav-item">
```

```

        <a class="nav-link" aria-current="page" href="#"><i class="fa-solid
fa-house"></i> Home</a>
    </li>
    <li class="nav-item">
        <a class="nav-link" aria-current="page" href="documentation.html"><i
class="fa-solid fa-file-lines"></i> Documentation</a>
    </li>
    <li class="nav-item">
        <a class="nav-link" href="Author/loyiha.html"><i class="fa-solid fa-
user"></i> Author</a>
    </li>
    <li class="nav-item dropdown">
        <a class="nav-link dropdown-toggle" href="#" role="button" data-bs-
toggle="dropdown" aria-expanded="false"><i class="fa-solid fa-circle-chevron-down"></i>
        Dropdown
        </a>
        <ul class="dropdown-menu">
            <li><a class="dropdown-item" href="#">Action</a></li>
            <li><a class="dropdown-item" href="#">Another action</a></li>
            <li><hr class="dropdown-divider"></li>
            <li><a class="dropdown-item" href="#">Something else here</a></li>
        </ul>
    </li>
</ul>
<form class="d-flex" role="search">
<input class="form-control me-2" type="search" placeholder="Search" aria-
Label="Search">
<button class="btn btn-warning" type="submit">Search</button>
</form>
</div>
</div>
</nav>

<!-- MASONRY CSS -->
<div class="grid-wrapper my-md-4">
    <div>
        <a href="dice-game/dice-game.html">
            
            <div class="selection"></div>
            <i class="fa-solid fa-dice-six logo"></i>
            <p class="name-game">Dice-game</p>
        </a>
    </div>
    <div>
        <a href="dinasour-game/dinasour-game.html">
            
            <div class="selection"></div>
            <i class="fa-solid fa-dragon logo"></i>
            <p class="name-game">Dinasour</p>
        </a>
    </div>

```

```

</div>
<div class="tall">
  <a href="drum-kit/index.html">
    
    <div class="selection"></div>
    <i class="fa-solid fa-drum logo"></i>
    <p class="name-game">Drum-kit</p>
  </a>
</div>
<div class="wide">
  
</div>
<div>
  
</div>
<div class="tall">
  
</div>
<div class="big">
  <a href="snake/snake.html">
    
    <div class="selection"></div>
    <i class="fa-solid fa-staff-snake logo"></i>
    <p class="name-game">Snake</p>
  </a>
</div>
<div>
  
</div>
<div class="wide">
  
</div>
<div class="big">
  
</div>
<div class="tall">
  
</div>
<div>

</div>
<div>

</div>
<div>

</div>
<div>

</div>
<div class="wide">

</div>
<div>

</div>
<div>

</div>
<div class="wide">

</div>
<div>

</div>
<div class="wide">
    
</div>
<div class="big">
    
</div>
<div>
    
</div>
<div>
    
</div>
<div class="big">
    
</div>
<div class="tall">
    
</div>
<div>
    
</div>
<div>
    
</div>
<div class="wide">

```



```

        
    </div>
</div>

<!-- BOOTSTRAP JAVASCRIPT -->
<script src="bootstrap-4.6.2-dist/js/bootstrap.bundle.min.js"></script>
<script src="gameee-script.js"></script>
</body>
</html>

```

## CSS

```

@import url(https://fonts.googleapis.com/css2?family=Lobster&display=swap);

* {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
}

html, body {
    font-family: 'Lobster', display;
    background: linear-gradient(120deg, blue, red, blue, red, blue, red);
}

.navbar {
    position: fixed;
    top: 0;
    width: 100%;
    z-index: 10;
}

.navbar-brand {
    display: flex;
    color: white;
    font-family: system-ui, -apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, Oxygen,
Ubuntu, Cantarell, 'Open Sans', 'Helvetica Neue', sans-serif;
    font-size: 2rem;
    font-weight: 700;
    padding: 0 10px;
    justify-content: center;
    align-items: center;
}

.navbar-brand img {

```

```

width: 2.7rem;
border: none;
}

.nav-item a {
  color: white;
  font-weight: 500;
  font-size: 0.9rem;
  margin: 0 0.5rem;
}

.dropdown-menu li a {
  color: black;
  font-family: arial;
  font-size: 1rem;
  font-weight: 600;
}

.progress {
  position: absolute;
  z-index: -5;
  width: 100%;
  height: 100%;
  border-radius: 0;
  margin: 0 0 0 -12px;
  filter: blur(2px);
}

.dropdown-item:hover {
  background-color: grey;
}

@media screen and (min-width: 1200px) {
  .nav-item a {
    font-size: 1.2rem;
  }

  .navbar-brand {
    margin-right: 10vw;
  }
}

@media screen and (min-width: 1400px) {
  .nav-item a {
    font-size: 1.4rem;
  }

  .navbar-brand {
    margin-right: 15vw;
  }
}

```

```

}

@media screen and (max-width: 767px) {
  .navbar-brand {
    font-size: 1.5rem;
    font-weight: 500;
  }

  .navbar-brand img {
    width: 2.5rem;
  }

  .nav-item a {
    font-weight: 400;
    font-size: 0.8rem;
  }
}

/* ===== MASONRY CSS ===== */
img {
  max-width: 100%;
  height: auto;
  vertical-align: middle;
  display: inline-block;
  border: solid 1px black;
}

/* == Main Masonry CSS == */
.grid-wrapper > div {
  display: flex;
  justify-content: center;
  align-items: center;
}

.grid-wrapper > div > img {
  width: 100%;
  height: 100%;
  object-fit: cover;
  border-radius: 5px;
}

.grid-wrapper > div > a {
  width: 100%;
  height: 100%;
  position: relative;
}

.grid-wrapper > div > a > img {
  width: 100%;
  height: 100%;
}

```

```

    object-fit: cover;
    border-radius: 5px;
}

.selection {
    position: absolute;
    width: 100%;
    height: 100%;
    top: 0;
    left: 0;
    border: solid white 1px;
    border-radius: 5px;
    background-color: rgb(50, 50, 255);
    opacity: 0;
    transition: all 0.4s linear;
}

.grid-wrapper > div > a:hover .selection {
    opacity: 0.5;
    top: 0.5rem;
    left: 0.5rem;
}

.Logo {
    position: absolute;
    opacity: 0;
    font-size: 3rem;
    color: white;
    top: 30%;
    left: 45%;
    transform-origin: center;
    transform: translate(-50%, -50%);
    transform: rotate(45deg);
    transform-origin: center;
    animation: logorotation 4s infinite 1s;
    animation-play-state: paused;
    transition: all 0.5s linear;
}

.grid-wrapper > div > a:hover .Logo {
    opacity: 1;
    animation-play-state: running;
}

@keyframes logorotation {
    40% {
        transform: rotate(765deg);
    }
    100% {
        transform: rotate(765deg);
    }
}

```

```

    }
}

.name-game {
  position: absolute;
  color: white;
  width: 100%;
  font-size: 1.5rem;
  font-weight: 500;
  bottom: -0.7rem;
  left: 55%;
  transform: translateX(-50%);
  text-align: center;
  opacity: 0;
  transition: all 0.5s linear;
}

.grid-wrapper > div > a:hover .name-game {
  opacity: 1;
}

.grid-wrapper {
  display: grid;
  grid-gap: 10px;
  grid-template-columns: repeat(auto-fit, minmax(200px, 1fr));
  grid-auto-rows: 200px;
  grid-auto-flow: dense;
  padding: 4rem 1.5rem;
}

.grid-wrapper .wide {
  grid-column: span 2;
}

.grid-wrapper .tall {
  grid-row: span 2;
}

.grid-wrapper .big {
  grid-column: span 2;
  grid-row: span 2;
}

```

## Dice game code: HTML

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <!-- Necessary meta tags -->
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <meta http-equiv="X-UA-Compatible" content="ie=edge" />

    <!-- Fontawesome icons -->
    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/6.1.1/css/all.min.css"/>

    <!-- Style CSS -->
    <link rel="stylesheet" href="dice-game-style.css">

    <!-- Title -->
    <link rel="icon" href="dice-game-icon.jpg">
    <title>Dice Game</title>
  </head>
  <body>

    <!-- Mening ismim va Link -->
    <div class="quti">
      <h4 class="mine">
        <a href="../gameee.html">
          <i class="fa-solid fa-gamepad"></i> Play More Game
        </a>
      </h4>

      <!-- Max score -->
      <div class="max-box">
        <p id="text">Max: 50</p>
        <input type="range" name="" id="max-score" min="0" max="10" step="1" value="5"
oninput="maxScore()">
      </div>

      <!-- MAIN SESSION AND PLAYERS -->
      <main>

        <!-- Player1 -->
        <section class="player player--0 player--active">
          <h2 class="name" id="name--0">Player 1</h2>
          <p class="score" id="score--0">0</p>
          <div class="current">
            <p class="current-label">Current</p>
            <p class="current-score" id="current--0">0</p>
          </div>
        </section>
```



```

<!-- Player2 -->
<section class="player player--1">
  <h2 class="name" id="name--1">Player 2</h2>
  <p class="score" id="score--1">0</p>
  <div class="current">
    <p class="current-label">Current</p>
    <p class="current-score" id="current--1">0</p>
  </div>
</section>

<!-- Buttons and Images -->

<button class="btn btn--new"><i class="fa-solid fa-play"></i> New game</button>
<button class="btn btn--roll"><i class="fa-solid fa-dice"></i> Roll dice</button>
<button class="btn btn--hold"><i class="fa-solid fa-hand-holding-medical"></i>
Hold</button>

</main>
</div>

<!-- JS -->
<script src="dice-game-script.js"></script>
</body>
</html>

```

## CSS

```

@import url('https://fonts.googleapis.com/css2?family=Nunito&display=swap');

* {
  margin: 0;
  padding: 0;
  box-sizing: inherit;
}

html {
  font-size: 62%;
  box-sizing: border-box;
}

body {
  font-family: 'Nunito', sans-serif;
  height: 100vh;
  color: black;
  background-image: linear-gradient(to top left, #753682 0%, #bf2e34 100%);
  display: flex;
  align-items: center;
  justify-content: center;
}

```

```

padding: 0;
margin: 0;
position: relative;
}

.max-box {
transform: rotate(0deg);
width: 25%;
height: 36vw;
position: fixed;
top: 50%;
transform: translateY(-40%);
left: -7.5%;
z-index: 10;
}

#max-score {
transform: rotate(-90deg);
width: 100%;
height: 100%;
}

#text {
position: absolute;
width: 100%;
font-weight: 600;
text-align: center;
font-size: 2.2vw;
}

.quti {
position: relative;
height: 46vw;
}

.mine {
position: absolute;
top: 1vw;
font-size: 3vw;
width: 80vw;
text-align: center;
}

/* LAYOUT */
main {
position: relative;
top: 6vw;
width: 80vw;
height: 38vw;
background-color: rgba(255, 255, 255, 0.35);

```

```

backdrop-filter: blur(200px);
filter: blur();
box-shadow: 0 3rem 5rem rgba(0, 0, 0, 0.25);
border-radius: 9px;
overflow: hidden;
display: flex;
}

.player {
padding: 5vw;
display: flex;
width: 50%;
flex-direction: column;
align-items: center;
transition: all 0.75s;
}

/* ELEMENTS */
.name {
width: 100%;
text-align: center;
font-size: 4vw;
text-transform: uppercase;
letter-spacing: 1px;
word-spacing: 2px;
font-weight: 300;
overflow: hidden;
}

.score {
font-size: 8vw;
font-weight: 400;
color: #c7365f;
margin-bottom: auto;
}

.player--active {
background-color: rgba(255, 255, 255, 0.4);
}

.player--active .name {
font-weight: 700;
}

.player--active .current {
opacity: 1;
}

.current {
background-color: #c7365f;
opacity: 0.8;
}

```

```

border-radius: 10px;
color: #fff;
width: 65%;
height: 30%;
padding: 3%;
text-align: center;
transition: all 0.75s;
}

.current-label {
text-transform: uppercase;
font-size: 2vw;
color: #ddd;
}

.current-score {
font-size: 4vw;
}

/* ABSOLUTE POSITIONED ELEMENTS */
.btn {
position: absolute;
left: 50%;
transform: translateX(-50%);
color: rgb(58, 58, 58);
background: none;
border: none;
font-family: inherit;
text-transform: uppercase;
cursor: pointer;
font-weight: 400;
transition: all 0.2s;

background-color: white;
background-color: rgba(255, 255, 255, 0.6);
backdrop-filter: blur(10px);

padding: 0.5vw 2vw;
border-radius: 50rem;
box-shadow: 0 1.75rem 3.5rem rgba(0, 0, 0, 0.1);
}

.btn::first-letter {
font-size: 2.4rem;
display: inline-block;
margin-right: 0.7rem;
}

.btn--new {
top: 3vw;

```

```

    font-size: 1.7vw;
}
.btn--roll {
    top: 26vw;
    font-size: 1.7vw;
}
.btn--hold {
    top: 31vw;
    font-size: 1.7vw;
}

.btn:active {
    transform: translate(-50%, 3px);
    box-shadow: 0 1rem 2rem rgba(0, 0, 0, 0.15);
}

.btn:focus {
    outline: none;
}

.dice {
    position: absolute;
    left: 50%;
    top: 15vw;
    transform: translateX(-50%);
    height: 5vw;
    box-shadow: 0 1.8vw 4vw rgba(0, 0, 0, 0.2);
}

.player--winner {
    background-color: #2f2f2f;
}

.player--winner .name {
    font-weight: 700;
    color: #c7365f;
}

.hidden {
    display: none;
}

a {
    text-decoration: none;
    color: #fff;
}

a:hover {
    color: #222;
}

```

```

.btn .fa-play {
  color: blue;
}

.btn .fa-dice {
  color: green;
}

.btn .fa-hand-holding-medical {
  color: red;
}

```

## JS

```

// Players
const player1 = document.getElementById('name--0');
const player2 = document.getElementById('name--1');
const a = window.prompt("What is the name of 1st player?");
const b = window.prompt("What is the name of 2nd player?");

// Buttons
const btnNew = document.querySelector('.btn--new');
const btnRoll = document.querySelector('.btn--roll');
const btnHold = document.querySelector('.btn--hold');
const range = document.getElementById('max-score');
const parag = document.getElementById('text');
let maxs = 50;

// Dice image
const diceImg = document.querySelector('.dice')
diceImg.style.display = 'none'

player1.textContent = a ? a : player1.textContent;
player2.textContent = b ? b : player2.textContent;

function maxScore() {
  maxs = range.value * 10;
  parag.textContent = `Max: ${maxs}`;
};

let currentScore = 0
let activePlayer = 0
let score = [0, 0]
let gameOver = true
function switchPlayer() {
  currentScore = 0
  document.getElementById(`current--${activePlayer}`).textContent = currentScore
  activePlayer = activePlayer === 0 ? 1 : 0
  document.querySelector('.player--0').classList.toggle('player--active')
}

```



```

        document.querySelector('.player--1').classList.toggle('player--active')
    }

    btnRoll.addEventListener('click', () => {
        if (gameOver) {diceImg.style.display = 'block'

        const random = Math.trunc(Math.random() * 6) + 1

        diceImg.src = `dice-${random}.png`

        if (random !== 1) {
            currentScore += random
            document.getElementById(`current--${activePlayer}`).textContent = currentScore
        } else {
            switchPlayer()
        }
    })

    // Hold button
    btnHold.addEventListener('click', () => {
        if (gameOver) {score[activePlayer] += currentScore
            document.getElementById(`score--${activePlayer}`).textContent = score[activePlayer]

            if (score[activePlayer] >= maxs) {
                document.querySelector(`.player--${activePlayer}`).classList.add('player--winner')
                gameOver = false
            } else {
                switchPlayer()
            }
        })

    btnNew.addEventListener('click', () => {
        currentScore = 0
        activePlayer = 0
        score = [0, 0]
        gameOver = true
        document.querySelector('#current--0').textContent = 0
        document.querySelector('#current--1').textContent = 0
        document.querySelector('#score--0').textContent = 0
        document.querySelector('#score--1').textContent = 0
        document.querySelector('.player--0').classList.remove('player--winner')
        document.querySelector('.player--1').classList.remove('player--winner')
        document.querySelector('.player--1').classList.remove('player--active')
        document.querySelector('.player--0').classList.add('player--active')
    })

```

## Dinasour game code: HTML

```
<!DOCTYPE html>
<html lang="en" onclick="jump()">
<head>
  <!-- Necessary meta tags -->
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <!-- Bootstrap -->
  <link rel="stylesheet" href="../bootstrap-4.6.2-dist/css/bootstrap.min.css">

  <!-- CSS style -->
  <link rel="stylesheet" href="dinasour-style.css">

  <!-- Title -->
  <title>Dinasour</title>
  <link rel="icon" href="dinasour-image.png">
</head>
<body>
  <div id="game">
    
    <div id="character">
      
    </div>
    <div id="block">
      
    </div>
    <p class="score-span">Score: <span id="score-span"></span></p>
  </div>

  <div id="alert-page">
    <p class="fs-1 fw-bold">GAME OVER!</p>
    <p class="score fs-3" id="score"></p>
    <button class="btn btn-primary mx-3">😊Aww yiss!</button>
    <button class="btn btn-primary mx-3" onclick="reloadPage()">🔄New game</button>
  </div>

  <!-- Javascript -->
  <script src="dinasour-script.js"></script>
</body>
</html>
```

## CSS

```
/* Main */
* {
  padding: 0;
  margin: 0;
```

```

    box-sizing: border-box;
    transition: all 0.5s linear;
}

#game {
    width: 100%;
    height: 100vh;
    border: solid 1px black;
    position: relative;
    overflow: hidden;
}

/* Background */
#background {
    position: absolute;
    width: 500cm;
    height: 100%;
    animation: move 68s infinite linear;
}

@keyframes move {
    0% {left: 0;}
    100% {left: calc(-500cm + 100vw);}
}

/* Dinosaurs */
#character {
    width: 100px;
    height: 100px;
    position: absolute;
    bottom: 100px;
    left: 100px;
}

.animate {
    animation: jump 0.5s;
}

@keyframes jump {
    0% {bottom: 100px;}
    20% {bottom: 170px;}
    70% {bottom: 170px;}
    100% {bottom: 100px;}
}

#dinosaur {
    position: absolute;
    width: 100%;
    height: 100%;
}

```

```

/* Cactus */
#block {
  width: 50px;
  height: 50px;
  position: absolute;
  bottom: 100px;
  right: 0;
  animation: block 6s infinite linear;
}

@keyframes block {
  0% {right: 0;}
  100% {right: 100%;}
}

.cactus {
  position: absolute;
  width: 100%;
  height: 100%;
}

/* Score */
.score-span {
  position: absolute;
  top: 0px;
  left: 0px;
  width: 170px;
  height: 50px;
  border-right: solid white 3px;
  border-bottom: solid white 3px;
  border-bottom-right-radius: 5px;
  font-size: 2rem;
  font-weight: 700;
  color: white;
  background-color: grey;
  text-align: center;
  align-items: center;
}

/* Game over alert */
#alert-page {
  visibility: hidden;
  position: fixed;
  top: 30%;
  left: 50%;
  transform: translate(-50%);
  width: 400px;
  padding: 1rem;
  text-align: center;
}

```

```

    color: white;
    background-color: rgb(50, 50, 50);
    border-radius: 5px;
    z-index: 15;
}

.score {
    margin-bottom: 2rem;
}

```

## JS

```

let background = document.getElementById("background");
let character = document.getElementById("character");
let block = document.getElementById("block");
let alertPage = document.getElementById("alert-page");
let counter = 0;
let bgs = 68;
let bls = 6;

document.addEventListener('keydown', function jump(e) {
    if (e.key == ' ') {
        character.classList.add("animate");
        setTimeout(function () {
            character.classList.remove("animate");
        }, 500);
    }
})

function jump() {
    character.classList.add("animate");
    setTimeout(function () {
        character.classList.remove("animate");
    }, 500);
}

let checkDead = setInterval(function () {
    let characterBottom =
parseInt(window.getComputedStyle(character).getPropertyValue("bottom"));
    let blockLeft = parseInt(window.getComputedStyle(block).getPropertyValue("left"));
    if (blockLeft < 165 && blockLeft > 100 && characterBottom <= 145) {
        character.style.animation = "none";
        character.style.display = "none";
        block.style.animation = "none";
        block.style.display = "none";
        alertPage.style.visibility = "visible";
        document.getElementById("score").innerHTML = "Your score: " +
Math.floor(counter/50);
        counter=0;
        document.getElementById("score-span").innerHTML = counter;
    }
}, 100);

```

```

clearInterval(checkDead);
document.addEventListener('keyup', function yangilash(i) {
    if (i.key == 'Enter') {
        this.location.reload();
    }
})
} else {
    counter++;
    document.getElementById("score-span").innerHTML = Math.floor(counter/50);
}
}, 10);

let speed = setInterval(function () {
    if (counter != 0) {
        background.style.animation = `move ${bgs/1.0005}s infinite linear`;
        bgs = bgs/1.001;
        block.style.animation = `block ${bls/1.0005}s infinite linear`;
        bls = bls/1.001;
    } else {
        clearInterval(speed);
    }
}, 40);

function reloadPage() {
    location.reload();
}

```

## *EXECUTIVE SUMMARY*

In the introduction, I have discussed “Gameee”. It is adabted to play web-games. It will record your result and gives some new specific functions. I tried to do my best while creating “Gamee”. In the future, I will try to add more helpful and necessary features to it and make it more fun.