```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Battleground Game</title>
    <style>
        body {
            font-family: Arial, sans-serif;
            text-align: center;
        }
        .container {
            margin: 20px auto;
            padding: 20px;
            border: 1px solid #ccc;
            width: 80%;
            max-width: 600px;
        }
        button {
            margin: 10px;
            padding: 10px 20px;
            font-size: 16px;
            cursor: pointer;
        }
    </style>
</head>
<body>
    <div class="container">
```

```html
<h1>Battleground Game</h1>
<div id="gameArea">
    <p>Click Start Game to begin.</p>
    <button onclick="startGame()">Start Game</button>
</div>
</div>

<script>
    // Game variables
    let player = {
        name: "Player",
        health: 100,
        attackPower: 10
    };

    let opponent = {
        name: "Enemy",
        health: 50,
        attackPower: 5
    };

    let round = 1;

    // Function to start the game
    function startGame() {

document.getElementById('gameArea').innerHTML = `<p>Round ${round}</p>
        <p>${player.name} HP: $
```

```
{player.health}</p>
        <p>${opponent.name} HP: $
{opponent.health}</p>
        <button
onclick="playerAttack()">Attack</button>
        <button
onclick="playerDefend()">Defend</
button>`;
    }

    // Player attack function
    function playerAttack() {
        let playerDamage =
Math.floor(Math.random() *
player.attackPower) + 1;
        opponent.health -= playerDamage;
        if (opponent.health <= 0) {
            endGame(`${opponent.name}
defeated!`);
        } else {
            opponentAttack();
        }
    }

    // Opponent attack function
    function opponentAttack() {
        let opponentDamage =
Math.floor(Math.random() *
opponent.attackPower) + 1;
        player.health -= opponentDamage;
```

```javascript
        if (player.health <= 0) {
            endGame(`${player.name}
defeated!`);
        } else {
            displayGameStatus();
        }
    }

    // Function to display game status
    function displayGameStatus() {
        round++;

document.getElementById('gameArea').inn
erHTML = `<p>Round ${round}</p>
        <p>${player.name} HP: $
{player.health}</p>
        <p>${opponent.name} HP: $
{opponent.health}</p>
        <button
onclick="playerAttack()">Attack</button>
        <button
onclick="playerDefend()">Defend</
button>`;
    }

    // Function to end the game
    function endGame(message) {

document.getElementById('gameArea').inn
erHTML = `<p>${message}</p>
```

```html
      <button onclick="startGame()">Play Again</button>`;
    }
  </script>
</body>
</html>
```