

```
index.html
1 <!DOCTYPE html>
2 <html lang="en">
3
4 <head>
5   <meta charset="UTF-8">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>Space Junk</title>
8   <link rel="stylesheet" href=".style.css">
9 </head>
10
11 <body>
12   <section class="home">
13     <div class="home-title">
14       <div class="home-title-content">
15         
16         <h1>Space Junk</h1>
17       </div>
18       <p>Collect space objects while avoiding enemy space ship</p>
19     </div>
20     <div class="home-body">
21       <div class="home-body-intc">
22         <div class="home-body-img">
23           <div class="img-content">
24             
25             <p>Player</p>
26           </div>
27           <div class="img-content">
28             
29             <p>Enemy</p>
30           </div>
31           <div class="img-content">
32             
33             <p>Big Object 20</p>
34           </div>
35           <div class="img-content">
36             
37             <p>Small Object 5</p>
38           </div>
39         </div>
40         <div class="home-body-intc-content">
41           <h1>How to Play This Game</h1>
42           <div class="intc-content">
43             <p>1. Enter your name and set the game duration (in seconds).</p>
44             <p>2. (Optional) Set the number of space objects to collect.</p>
45             <p>3. Click Play to start the game.</p>
46             <p>4. Use arrow keys or WASD to move the Rocket around the board.
47
48             <p>5. Pause/Resume: Press `P` or click Pause button</p>
49             <p>6. Collect all space objects (small = 5 points, large = 20
50               points).</p>
49             <p>7. Avoid the enemy spaceship chasing you.</p>
50           </div>
```

```

51 </div>
52 </div>
53 <div class="home-body-input">
54   <div class="input-content">
55     <input id="inputName" type="text" required placeholder="Name">
56     <p>Player name</p>
57   </div>
58   <div class="input-content">
59     <input id="inputTime" type="number" required placeholder="Timer
(Second)">
60     <p>Timer</p>
61   </div>
62   <div class="input-content">
63     <input id="inputObject" type="number" placeholder="Object">
64     <p>Space object amount</p>
65   </div>
66 </div>
67 <button id="playBtn">Play</button>
68 </div>
69 </section>
70
71 <section class="game">
72   <div class="game-navbar">
73     <p id="navName">Name: </p>
74     <p id="navScore">Score: </p>
75     <p id="navTime">Time: </p>
76   </div>
77   <canvas id="game-canvas" width="550" height="350"></canvas>
78   <div class="game-btn">
79     <button id="pauseBtn">Pause</button>
80     <button id="resetBtn">Play Again</button>
81     <button id="closeBtn">Close</button>
82   </div>
83 </section>
84
85 <div class="notif">
86   <h1 id="notif-head"></h1>
87   <p id="notif-score"></p>
88 </div>
89
90 <!-- Assets -->
91 <div class="assets">
92   
93   
94   
95   
96   
97 </div>
98
99 <script src="/main.js"></script>
100 </body>
101
102 </html>
```