

## Whack-A-Mole game



In this game, moles and some random thing will generated from the ground. Hitting on the mole will adds points, and hitting other items ups twice, the game will end. The game will include a timer and it will also store the highest score. At the end, it will display both the current and the highest score.

Animations will be used to make the moles and random items pop up and down, using CSS keyframes for smooth motion.