<!DOCTYPE html>

<html>

<head>

<title>Clicker Game</title>

</head>

<body style="background-color:rgb(255,64,64);text-align:center;">

<div class="click">

<button onclick=oncl() style="background-color: rgba(0,0,0,0);border: 0px solid rgba(0,0,0,0);"><img id="hotdog" src="https://static.wixstatic.com/shapes/395d3e\_2036d6f376a444ef828a691f4ecb8648.svg" style ="width:300px;height:400px;"></button>

</div>

<img class="fries" id="french" src="https://static.wixstatic.com/shapes/7cbf86\_3af96a7c83214d5db311be43360faca0.svg" alt="" style="width:50px;">

<div>

<p id="p" style="font-size: 50px;font-family: Avenir;color: rgb(250, 252, 104);">0 Points</p>

<button onclick=upgrade() id="u" style="border: 0px solid rgba(0,0,0,0);font-size: 50px;background-color:rgba(0,0,0,0);font-family: Avenir;color: rgb(250, 252, 104);">Upgrade for 100</button>

</div>

</body>

</html>

<style>

.click:active{

transition-duration: 0.3s;

transform:scale(1.1,1.1);

}

.fries{

opacity: 0;

}

@keyframes fade {

0%{opacity: 1;}

100%{opacity: 0;}

}

</style>

<script>

var score=0;

var lv=1;

function oncl(){

score+=lv;

textUpdate();

}

function textUpdate(){

document.getElementById("p").innerHTML=score+" Points";

// document.getElementById("french").style.opacity=1;

// document.getElementById("french").style.animation = "fade 0.3s 1";

document.getElementById("french").style.animation = "fade 0.3s infinite";

};

function upgrade(){

switch (lv) {

case 1:

if (score>=100){

lv++;

score-=100;

document.getElementById("u").innerHTML= "Upgrade for 500";

textUpdate();

document.getElementById('hotdog').src="https://static.wixstatic.com/shapes/395d3e\_bca9b6913054421da38d35f693a63b07.svg";

}

break;

case 2:

if (score>=500){

lv=4;

score-=500;

document.getElementById("u").innerHTML= "Upgrade for 1000";

textUpdate();

document.getElementById('hotdog').src="https://static.wixstatic.com/shapes/395d3e\_b09490e1cb424567bcf724fdf2d9b07b.svg";

}

break;

case 4:

if (score>=1000){

lv=8;

score-=1000;

document.getElementById("u").innerHTML= "Upgrade for 2000";

textUpdate();

document.getElementById('hotdog').src="https://static.wixstatic.com/shapes/395d3e\_d094c728f4d94a47a6e53e7ef3214514.svg";

}

break;

case 8:

if (score>=2000){

lv=16;

score-=2000;

document.getElementById("u").innerHTML= "Upgrade for ???";

textUpdate();

document.getElementById('hotdog').src="https://static.wixstatic.com/shapes/395d3e\_16e124a01f6c49b79bb035d4807bb777.svg";

}

break;

case 16:

if (score>=10000){

lv=32;

score-=10000;

document.getElementById("u").innerHTML= "Fully Upgraded!";

textUpdate();

document.getElementById('hotdog').src="https://static.wixstatic.com/shapes/395d3e\_9a5b1f181f9c4018899f22465ea4fba5.svg";

}

break;

}

}

</script>