```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Catch the Star</title>
    <style>
        @import url('https://fonts.googleapis.com/css2?family=Poppins:wght@400;700&display=swap');

        body {
            font-family: 'Poppins', sans-serif;
            background-color: #121212;
            color: #e0e0e0;
            display: flex;
            justify-content: center;
            align-items: center;
            height: 100vh;
            margin: 0;
            flex-direction: column;
            overflow: hidden;
            text-align: center;
        }

        #game-container {
            position: relative;
            width: 100%;
            max-width: 600px;
            height: 80vh;
            max-height: 800px;
            background-color: #1e1e1e;
            border-radius: 20px;
            box-shadow: 0 0 30px rgba(0, 255, 255, 0.2), 0 0 10px rgba(0, 255, 255, 0.1);
```

```css
    border: 2px solid #00ffff;
    overflow: hidden;
    touch-action: none;
}

#game-area {
    width: 100%;
    height: 100%;
    position: relative;
}

.star {
    position: absolute;
    font-size: 3rem;
    cursor: pointer;
    text-shadow: 0 0 10px #ffea00, 0 0 20px #ffea00, 0 0 30px #ffea00;
    transition: transform 0.2s ease-out, opacity 0.2s ease-out;
    pointer-events: auto;
}

.star.clicked {
    transform: scale(0.5);
    opacity: 0;
}

.score-pop-up {
    position: absolute;
    font-size: 2rem;
    font-weight: bold;
    color: #4CAF50;
    text-shadow: 0 0 5px #00e676;
    animation: fadeOutUp 1s forwards;
    pointer-events: none;
```

```css
}

#score-board {
    position: absolute;
    top: 20px;
    left: 20px;
    font-size: 2rem;
    font-weight: bold;
    color: #00ffff;
    text-shadow: 0 0 10px #00ffff;
    z-index: 10;
}

#message-box {
    position: absolute;
    top: 50%;
    left: 50%;
    transform: translate(-50%, -50%);
    background-color: rgba(0, 0, 0, 0.8);
    color: white;
    padding: 20px 40px;
    border-radius: 15px;
    border: 2px solid #00ffff;
    box-shadow: 0 0 20px rgba(0, 255, 255, 0.5);
    text-align: center;
    display: none;
    z-index: 20;
    font-size: 1.5rem;
}

#message-box button {
    margin-top: 20px;
    padding: 10px 25px;
```

```css
    font-size: 1rem;

    font-weight: bold;

    border-radius: 10px;

    border: none;

    background: linear-gradient(45deg, #00ffff, #00b3ff);

    color: black;

    cursor: pointer;

    box-shadow: 0 5px 15px rgba(0, 179, 255, 0.4);

    transition: all 0.3s ease;
}

#message-box button:hover {

    transform: translateY(-3px);

    box-shadow: 0 8px 20px rgba(0, 179, 255, 0.6);
}

h1 {

    font-size: 2.5rem;

    font-weight: 700;

    margin-bottom: 20px;

    color: #00ffff;

    text-shadow: 0 0 10px #00ffff;
}

#play-button {

    padding: 15px 40px;

    font-size: 1.5rem;

    font-weight: bold;

    border-radius: 15px;

    border: none;

    background: linear-gradient(45deg, #00ffff, #00b3ff);

    color: black;

    cursor: pointer;
```

```
      box-shadow: 0 5px 20px rgba(0, 179, 255, 0.4);

      transition: all 0.3s ease;

      margin-top: 20px;

    }


    #play-button:hover {

      transform: scale(1.05);

      box-shadow: 0 8px 25px rgba(0, 179, 255, 0.6);

    }


    @keyframes fadeOutUp {

      from {

        opacity: 1;

        transform: translateY(0);

      }

      to {

        opacity: 0;

        transform: translateY(-50px);

      }

    }

  </style>

</head>

<body>

  <h1>Catch the Star</h1>

  <div id="game-container">

    <div id="score-board">Score: 0</div>

    <div id="game-area"></div>

    <div id="message-box">

      <p>Game Over!</p>

      <p id="final-score">Final Score: 0</p>

      <button id="restart-button">Play Again</button>

    </div>

  </div>
```

```
<button id="play-button">Start Game</button>

<script>
    document.addEventListener('DOMContentLoaded', () => {
        const gameArea = document.getElementById('game-area');
        const scoreBoard = document.getElementById('score-board');
        const playButton = document.getElementById('play-button');
        const restartButton = document.getElementById('restart-button');
        const messageBox = document.getElementById('message-box');
        const finalScoreElement = document.getElementById('final-score');

        let score = 0;
        let gameInterval;
        let gameDuration = 30000; // 30 seconds
        let timeRemaining;
        let gameTimer;
        let isGameRunning = false;

        // Function to generate a new star
        function createStar() {
            if (!isGameRunning) return;

            const star = document.createElement('div');
            star.classList.add('star');
            star.innerHTML = '⭐'; // Using a star emoji

            // Get dimensions of game area
            const gameAreaRect = gameArea.getBoundingClientRect();
            const starSize = 48; // Approx size of the star emoji

            const x = Math.random() * (gameAreaRect.width - starSize);
            const y = Math.random() * (gameAreaRect.height - starSize);
```

```javascript
      star.style.left = `${x}px`;
      star.style.top = `${y}px`;

      star.addEventListener('pointerdown', (e) => {
        // Prevent default touch behavior
        e.preventDefault();
        if (isGameRunning) {
          score += 1;
          scoreBoard.textContent = `Score: ${score}`;
          popScore(e.clientX, e.clientY);

          // Add a class for the fade-out effect and remove the element after the transition
          star.classList.add('clicked');
          star.addEventListener('transitionend', () => {
            star.remove();
          });
        }
      });

      gameArea.appendChild(star);
    }

    // Function to show a score pop-up
    function popScore(x, y) {
      const popUp = document.createElement('div');
      popUp.classList.add('score-pop-up');
      popUp.textContent = '+1';
      popUp.style.left = `${x}px`;
      popUp.style.top = `${y}px`;
      document.body.appendChild(popUp);

      popUp.addEventListener('animationend', () => {
        popUp.remove();
```

```javascript
        });
      }

      // Function to start the game
      function startGame() {
        isGameRunning = true;
        score = 0;
        scoreBoard.textContent = 'Score: 0';
        gameArea.innerHTML = ''; // Clear any existing stars
        messageBox.style.display = 'none';
        playButton.style.display = 'none';

        gameInterval = setInterval(createStar, 1000); // Create a new star every second

        timeRemaining = gameDuration;
        gameTimer = setTimeout(endGame, gameDuration);
      }

      // Function to end the game
      function endGame() {
        isGameRunning = false;
        clearInterval(gameInterval);
        clearTimeout(gameTimer);
        finalScoreElement.textContent = `Final Score: ${score}`;
        messageBox.style.display = 'block';
      }

      // Event listeners
      playButton.addEventListener('click', startGame);
      restartButton.addEventListener('click', startGame);

    });
</script>
```

```
</body>
</html>
```