**Arun.html :**

.game-info {

Position: absolute;

Top: 10px;

Right: 10px;

Font-family: Arial, sans-serif;

Color: #fff;

Font-size: 20px;

}

.game-info button {

Margin: 5px;

Padding: 10px 20px;

Background-color: #77c373;

Color: #fff;

Border: none;

Cursor: pointer;

Font-size: 16px;

Border-radius: 5px;

}

</style>

</head>

<body>

<div class=”game-info”>

<div id=”score”>Score: 0</div>

<button id=”startBtn”>Start</button>

<button id=”retryBtn” style=”display: none;”>Retry</button>

</div>

<canvas id=”canvas” width=”1500” height=”500”></canvas>

<script src=”flappybird.js”></script>

</body>

</html>

**Arun.js :**

Const canvas = document.getElementById(‘canvas’);

Const ctx = canvas.getContext(‘2d’);

Const background = new Image();

Background.src = ‘https://i.postimg.cc/gxRkbDz2/background.png’;

Const birdImage = new Image();

birdImage.src = ‘https://i.postimg.cc/Mn9Kt4Hg/flappy-bird.png’;

const pipeImage = new Image();

pipeImage.src = ‘https://i.postimg.cc/34Lnr28k/pipe.png’;

const bird = {

x: 50,

y: canvas.height / 2,

width: 100,

height: 100,

velocity: 6,

gravity: 0.3,

jumpStrength: 6,

draw: function() {

ctx.drawImage(birdImage, this.x, this.y, this.width, this.height);

},

Flap: function() {

This.velocity = -this.jumpStrength;

},

Update: function() {

This.velocity += this.gravity;

This.y += this.velocity;

}

};

Let pipes = [];

Let score = 0;

Let gameStarted = false;

Let gameOver = false;

Function startGame() {

gameStarted = true;

pipes = [];

score = 0;

bird.y = canvas.height /

function generatePipes() {

pipes.push({

x: canvas.width,

y: Math.random() \* (canvas.height – 200) + 50,

});

}

Function draw() {

Ctx.clearRect(0, 0, canvas.width, canvas.height);

Ctx.drawImage(background, 0, 0, canvas.width, canvas.height);

Bird.draw();

Pipes.forEach(pipe => {

Ctx.drawImage(pipeImage, pipe.x, pipe.y, 200, 200);

});

}

Function update() {

If (!gameStarted) return;

Bird.update();

If (bird.y <= 0 || bird.y >= canvas.height) {

endGame();

return;

}

Pipes.forEach(pipe => {

Pipe.x -= 2;

If (pipe.x <= bird

Function endGame() {

gameOver = true;

gameStarted = false;

document.getElementById(‘startBtn’).style.display = ‘inline-block’;

document.getElementById(‘retryBtn’).style.display = ‘inline-block’;

}

Document.getElementById(‘startBtn’).addEventListener(‘click’, startGame);

Document.getElementById(‘retryBtn’).addEventListener(‘click’, retryGame);

Document.addEventListener(‘keydown’, function(event) {

If (event.code === ‘Space’) {

Bird.flap();

}

});