```html
<!DOCTYPE html>
<html>
<head>
<title>Egg Basket</title>
<style>
body {
  background-color: #f0f0f0;
  margin: 0;
  display: flex;
  justify-content: center;
  align-items: center;
  min-height: 100vh;
  overflow: hidden;
}
#gameContainer {
  width: 600px;
  height: 400px;
  position: relative;
  border: 5px solid #77dd77;
  border-radius: 10px;
  overflow: hidden;
  background: linear-gradient(to bottom, #e0ffff, #add8e6);
  box-shadow: 5px 5px 10px rgba(0,0,0,0.3);
}
#gameCanvas, #menuScreen {
  width: 100%;
  height: 100%;
  display: none;
}
#bucket {
  display: none;
  position: absolute;
  bottom: 10px;
  left: 50%;
  transform: translateX(-50%);
  width: 80px;
  height: 60px;
  background-color: #8b4513;
  border-radius: 0 0 10px 10px;
}
#scoreDisplay {
  position: absolute;
  top: 10px;
  left: 10px;
  font-size: 20px;
```

```css
    font-weight: bold;
    color: #333;
    text-shadow: 1px 1px 2px white;
}
#missDisplay {
    position: absolute;
    top: 10px;
    right: 10px;
    font-size: 20px;
    font-weight: bold;
    color: #333;
    text-shadow: 1px 1px 2px white;
}
.egg {
    position: absolute;
    width: 20px;
    height: 30px;
    background-color: #fff;
    border-radius: 50% 50% 30% 30%;
    box-shadow: 2px 2px 0 #BE8C5A;
}
#menuScreen {
    display: flex;
    flex-direction: column;
    align-items: center;
    justify-content: center;
    background-color: rgba(240, 240, 240, 0.9);
}
#menuScreen h1 {
    font-size: 36px;
    color: #333;
    margin-bottom: 20px;
}
#menuScreen button {
    width: 200px;
    padding: 10px;
    font-size: 18px;
    margin: 10px;
    cursor: pointer;
    border-radius: 5px;
    border: none;
    background-color: #8b4513;
    color: white;
    transition: background-color 0.3s;
}
```

```css
#menuScreen button:hover {
  background-color: #6b3c13;
}
#playerNameBoard {
  position: absolute;
  top: 10px;
  right: 100px;
  font-size: 18px;
  font-weight: bold;
  color: #333;
  text-shadow: 1px 1px 2px white;
}
#creditButton, #switchUserButton {
  position: absolute;
  font-size: 14px;
  cursor: pointer;
  color: #333;
  background-color: #e0e0e0;
  padding: 5px;
  border-radius: 5px;
}
#creditButton {
  left: 10px;
  bottom: 10px;
}
#switchUserButton {
  right: 10px;
  bottom: 10px;
}
/* Panel Credit */
#creditPanel, #highScorePanel {
  position: fixed;
  top: 50%;
  left: 50%;
  transform: translate(-50%, -50%);
  width: 300px;
  padding: 20px;
  background-color: #fff;
  box-shadow: 0px 4px 8px rgba(0, 0, 0, 0.2);
  border-radius: 10px;
  text-align: center;
  display: none; /* Awalnya tersembunyi */
}
#creditPanel h2, #highScorePanel h2 {
  font-size: 24px;
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    color: #333;
}
#creditPanel p, #highScorePanel p {
  font-size: 18px;
  color: #555;
}
#creditPanel button, #highScorePanel button {
  margin-top: 15px;
  padding: 8px 16px;
  font-size: 16px;
  cursor: pointer;
  border-radius: 5px;
  border: none;
  background-color: #8b4513;
  color: white;
}
</style>
</head>
<body>
<div id="gameContainer">
    <div id="menuScreen">
        <h1>Egg Basket</h1>
        <button onclick="startGame()">Start Game</button>
        <button onclick="showHighScore()">High Score</button>
    </div>
    <canvas id="gameCanvas"></canvas>
    <div id="bucket"></div>
    <div id="scoreDisplay">Skor: 0</div>
    <div id="missDisplay">Miss: 0</div>
    <div id="playerNameBoard">Player: John Doe</div>
    <div id="creditButton" onclick="showCredits()">Credit</div>
    <div id="switchUserButton" onclick="switchUser()">Switch User</div>

    <!-- Panel Credit -->
    <div id="creditPanel">
        <h2>Credits</h2>
        <p>Yohana</p>
        <p>Fatah</p>
        <p>Adit</p>
        <button onclick="closeCredits()">Close</button>
    </div>

    <!-- Panel High Score -->
    <div id="highScorePanel">
        <h2>High Scores</h2>
```

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            <div id="highScoreList"></div>
            <button onclick="closeHighScore()">Close</button>
        </div>
    </div>
</div>

<script>
const canvas = document.getElementById('gameCanvas');
const ctx = canvas.getContext('2d');
const bucket = document.getElementById('bucket');
const gameContainer = document.getElementById('gameContainer');
const scoreDisplay = document.getElementById('scoreDisplay');
const missDisplay = document.getElementById('missDisplay');
const menuScreen = document.getElementById('menuScreen');
const creditPanel = document.getElementById('creditPanel');

let bucketX = (gameContainer.clientWidth - bucket.clientWidth) / 2;
let eggs = [];
let score = 0;
let missCount = 0;
let eggSpeed = 1;
let createEggInterval = 2000;
let gameLoopInterval;
let difficultyIncreaseInterval;
let playerName = "John Doe"; // Nama pemain bisa diubah sesuai input pengguna

function createEgg() {
    const egg = document.createElement('div');
    egg.classList.add('egg');
    egg.style.left = Math.random() * (gameContainer.clientWidth - 20) + 'px';
    egg.style.top = '-30px';
    gameContainer.appendChild(egg);
    eggs.push(egg);
}

function moveEggs() {
    for (let i = 0; i < eggs.length; i++) {
        let eggTop = parseInt(eggs[i].style.top);
        eggs[i].style.top = (eggTop + eggSpeed) + 'px';

        if (eggTop + 30 > gameContainer.clientHeight - bucket.clientHeight &&
            parseInt(eggs[i].style.left) + 20 > bucketX &&
            parseInt(eggs[i].style.left) < bucketX + bucket.clientWidth) {
                eggs[i].remove();
                eggs.splice(i, 1);
                score++;
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                    scoreDisplay.textContent = "Skor: " + score;
                    i--;
            } else if (eggTop > gameContainer.clientHeight) {
                    eggs[i].remove();
                    eggs.splice(i, 1);
                    missCount++;
                    missDisplay.textContent = "Miss: " + missCount;
                    if (missCount >= 3) {
                        gameOver();
                    }
                    i--;
            }
        }
}

function gameOver() {
    clearInterval(gameLoopInterval);
    clearInterval(difficultyIncreaseInterval);
    clearInterval(createEggIntervalId);
    alert("Game Over! Skor Anda: " + score);

    saveScore(playerName, score); // Simpan skor setelah kalah
    resetGame();
}

function resetGame() {
    score = 0;
    missCount = 0;
    eggSpeed = 1;
    createEggInterval = 2000;
    scoreDisplay.textContent = "Skor: " + score;
    missDisplay.textContent = "Miss: " + missCount;
    eggs.forEach(egg => egg.remove());
    eggs = [];
    showMenu();
}

function increaseDifficulty() {
    eggSpeed *= 1.1;
    createEggInterval *= 0.9;
    clearInterval(createEggIntervalId);
    createEggIntervalId = setInterval(createEgg, createEggInterval);
}

function gameLoop() {
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    moveEggs();
}

document.addEventListener('mousemove', (e) => {
  let containerRect = gameContainer.getBoundingClientRect();
  bucketX = e.clientX - containerRect.left - bucket.clientWidth / 2;
  bucketX = Math.max(0, Math.min(bucketX, gameContainer.clientWidth -
bucket.clientWidth));
  bucket.style.left = bucketX + 'px';
});

function showMenu() {
  menuScreen.style.display = 'flex';
    gameCanvas.style.display = 'none';
    scoreDisplay.style.display = 'none';
    missDisplay.style.display = 'none';
    bucket.style.display = 'none';
    document.getElementById('creditButton').style.display = 'block'; // Tampilkan
kembali tombol Credit
    document.getElementById('switchUserButton').style.display = 'block'; //
Tampilkan kembali tombol Switch User
}

function startGame() {
  menuScreen.style.display = 'none';
    gameCanvas.style.display = 'block';
    scoreDisplay.style.display = 'block';
    missDisplay.style.display = 'block';
    bucket.style.display = 'block';
    document.getElementById('creditButton').style.display = 'none'; //
Sembunyikan tombol Credit
    document.getElementById('switchUserButton').style.display = 'none'; //
Sembunyikan tombol Switch User

    gameLoopInterval = setInterval(gameLoop, 16);
    difficultyIncreaseInterval = setInterval(increaseDifficulty, 5000);
    createEggIntervalId = setInterval(createEgg, createEggInterval);
}

function showCredits() {
    creditPanel.style.display = 'block';
}

function closeCredits() {
    creditPanel.style.display = 'none';
```

```
}

function switchUser() {
    playerName = prompt("Masukkan nama pemain:");
    document.getElementById("playerNameBoard").textContent = "Player: " +
playerName;
}

function saveScore(name, score) {
    let highScores = JSON.parse(localStorage.getItem("highScores")) || [];
    highScores.push({ name: name, score: score });
    highScores.sort((a, b) => b.score - a.score);
    highScores = highScores.slice(0, 5);
    localStorage.setItem("highScores", JSON.stringify(highScores));
}

function showHighScore() {
    const highScoreList = document.getElementById("highScoreList");
    const highScores = JSON.parse(localStorage.getItem("highScores")) || [];

    highScoreList.innerHTML = highScores.map((entry, index) =>
        `<p>${index + 1}. ${entry.name} - Skor: ${entry.score}</p>`
    ).join("");

    document.getElementById("highScorePanel").style.display = 'block';
}

function closeHighScore() {
    document.getElementById("highScorePanel").style.display = 'none';
}
</script>
</body>
</html>
```