<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Lamumu & Common - Cow Battle</title>

<style>

body {

margin: 0;

padding: 0;

overflow: hidden;

background: #222;

color: white;

font-family: Arial, sans-serif;

text-align: center;

}

canvas {

display: block;

margin: auto;

background: url('https://i.imgur.com/0ZQZ3l5.png') center/cover no-repeat;

border: 3px solid white;

}

#score {

position: absolute;

top: 10px;

left: 10px;

font-size: 20px;

font-weight: bold;

}

</style>

</head>

<body>

<h1>🐮 Lamumu & Common - Cow Battle</h1>

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

<canvas id="gameCanvas" width="480" height="320"></canvas>

<script>

const canvas = document.getElementById("gameCanvas");

const ctx = canvas.getContext("2d");

let cow = { x: 200, y: 150, size: 30 };

let enemies = [];

let score = 0;

function drawCow() {

ctx.fillStyle = "white";

ctx.beginPath();

ctx.arc(cow.x, cow.y, cow.size, 0, Math.PI \* 2);

ctx.fill();

ctx.strokeStyle = "black";

ctx.stroke();

ctx.font = "14px Arial";

ctx.fillStyle = "black";

ctx.fillText("LAMUMU", cow.x - 28, cow.y + 4);

}

function drawEnemies() {

ctx.fillStyle = "red";

enemies.forEach(e => {

ctx.beginPath();

ctx.arc(e.x, e.y, e.size, 0, Math.PI \* 2);

ctx.fill();

});

}

function updateEnemies() {

enemies.forEach(e => {

if (e.x > cow.x) e.x -= 1;

if (e.x < cow.x) e.x += 1;

if (e.y > cow.y) e.y -= 1;

if (e.y < cow.y) e.y += 1;

let dx = e.x - cow.x;

let dy = e.y - cow.y;

let distance = Math.sqrt(dx \* dx + dy \* dy);

if (distance < cow.size + e.size) {

alert("Game Over! Final Score: " + score);

document.location.reload();

}

});

}

function spawnEnemy() {

let side = Math.floor(Math.random() \* 4);

let x, y;

if (side === 0) { x = 0; y = Math.random() \* canvas.height; }

else if (side === 1) { x = canvas.width; y = Math.random() \* canvas.height; }

else if (side === 2) { x = Math.random() \* canvas.width; y = 0; }

else { x = Math.random() \* canvas.width; y = canvas.height; }

enemies.push({ x: x, y: y, size: 15 });

}

function draw() {

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

drawCow();

drawEnemies();

updateEnemies();

document.getElementById("score").innerText = "Score: " + score;

}

setInterval(draw, 30);

setInterval(spawnEnemy, 2000);

setInterval(() => { score++; }, 1000);

document.addEventListener("keydown", (e) => {

if (e.key === "ArrowUp") cow.y -= 10;

if (e.key === "ArrowDown") cow.y += 10;

if (e.key === "ArrowLeft") cow.x -= 10;

if (e.key === "ArrowRight") cow.x += 10;

});

</script>

</body>

</html>