

Game Improvement Prompt (Claude 4 Best Practices Applied)

I am providing you with the full HTML file of my game as context. Please carefully review the code and gameplay.

My goal is to upgrade and improve this game while keeping it fun, lightweight, and playable directly in the browser.

Context and requirements

1. General goal

This game should feel polished, engaging, and interactive.

I want it to be better than the original without losing its core simplicity.

2. Improvements I would like

Add thoughtful visual and gameplay details such as animations, smoother transitions, and small effects (e.g., hover states, background changes, or score animations).

Improve user experience with clear start/restart options, instructions on how to play, and a visible score/level system.

Make the game slightly more challenging and rewarding over time (e.g., increasing speed, difficulty, or new obstacles).

Ensure responsiveness, so the game works well on both desktop and mobile screens.

3. Functionality

Code should be clean, general-purpose, and not hard-coded for specific test inputs.

Use maintainable HTML, CSS, and JavaScript.

Keep the game playable in a single HTML file (no external build steps required).

4. Output format

Provide the full improved HTML file as your final output.

Explain briefly what major changes or improvements were made and why.

Ensure the file can be hosted directly on GitHub Pages without extra setup.

5. Mindset

Don't hold back — make the game as engaging and impressive as possible.

Think of this as a portfolio project: it should look professional and fun.