const ball = document.querySelector('.ball');

const goal = document.querySelector('.goal');

const scoreDisplay = document.getElementById('score');

let score = 0;

function shootBall() {

ball.style.transition = 'bottom 0.5s ease-out';

ball.style.bottom = '75%';

setTimeout(() => {

checkGoal();

}, 500);

}

function checkGoal() {

const ballRect = ball.getBoundingClientRect();

const goalRect = goal.getBoundingClientRect();

const ballCenter = ballRect.left + ballRect.width / 2;

const goalLeft = goalRect.left;

const goalRight = goalRect.right;

const isGoal = ballCenter >= goalLeft && ballCenter <= goalRight;

if (isGoal) {

score++;

alert('GOAL! 🎉');

} else {

alert('Missed 😢');

}

scoreDisplay.textContent = score;

resetBall();

}

function resetBall() {

ball.style.transition = 'none';

ball.style.bottom = '30px';

}

ball.addEventListener('click', shootBall);