<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Tap, Tap, Oh Crap - Constant L Edition</title>

<style>

body {

font-family: 'Arial', sans-serif;

text-align: center;

background-color: #f7f7f7;

color: #333;

}

h1 {

margin-top: 20px;

}

#game-board {

margin: 20px auto;

width: 80%;

height: 300px;

border: 2px solid #333;

display: flex;

justify-content: center;

align-items: center;

background-color: #fff;

font-size: 50px;

cursor: pointer;

}

#score {

font-size: 24px;

margin-top: 20px;

}

#timer {

font-size: 24px;

margin-top: 20px;

}

#leaderboard {

margin-top: 20px;

font-size: 20px;

}

.emoji {

font-size: 50px;

}

</style>

</head>

<body>

<h1>Tap, Tap, Oh Crap - Constant L Edition</h1>

<div id="timer">Time Left: 30</div>

<div id="game-board"></div>

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

<div id="leaderboard"></div>

<script>

const gameBoard = document.getElementById('game-board');

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

const timerDisplay = document.getElementById('timer');

const leaderboardDisplay = document.getElementById('leaderboard');

const emojis = ['🍕', '💀', '👻', '😎', '🔥', '🌈', '💩', '🎉', '🍌']; // The banana 🍌 is the emoji to avoid

const targetEmoji = '🍌'; // The emoji you need to avoid

let score = 0;

let timeLeft = 30; // Set the game duration (in seconds)

let gameInterval, emojiInterval;

let leaderboard = [];

// Function to generate a random emoji

function getRandomEmoji() {

const randomIndex = Math.floor(Math.random() \* emojis.length);

return emojis[randomIndex];

}

// Function to display the emoji on the board

function displayEmoji() {

const emoji = document.createElement('span');

emoji.classList.add('emoji');

emoji.textContent = getRandomEmoji();

// Clear the game board and add new emoji

gameBoard.innerHTML = '';

gameBoard.appendChild(emoji);

// Add event listener for the click

emoji.addEventListener('click', () => {

if (emoji.textContent === targetEmoji) {

score++; // Increase score if the player taps the banana

}

scoreDisplay.textContent = `Score: ${score}`;

});

}

// Function to update the timer

function updateTimer() {

timeLeft--;

timerDisplay.textContent = `Time Left: ${timeLeft}`;

if (timeLeft <= 0) {

clearInterval(gameInterval); // Stop the game timer

clearInterval(emojiInterval); // Stop emoji flow

endGame();

}

}

// Start the emoji flow

function startEmojiFlow() {

emojiInterval = setInterval(displayEmoji, 500); // Emojis appear every 0.5 seconds

}

// End the game and show leaderboard

function endGame() {

gameBoard.innerHTML = '';

leaderboard.push(score);

leaderboard.sort((a, b) => a - b); // Sort scores in ascending order

let leaderboardHTML = '<h2>Leaderboard</h2><ol>';

leaderboard.forEach((score, index) => {

leaderboardHTML += `<li>Player ${index + 1}: ${score} points</li>`;

});

leaderboardHTML += '</ol>';

leaderboardDisplay.innerHTML = leaderboardHTML;

// Reset the score for the next player

score = 0;

scoreDisplay.textContent = `Score: ${score}`;

timeLeft = 30;

timerDisplay.textContent = `Time Left: 30`;

}

// Start the game

function startGame() {

score = 0;

timeLeft = 30;

scoreDisplay.textContent = `Score: ${score}`;

timerDisplay.textContent = `Time Left: 30`;

// Start the timer

gameInterval = setInterval(updateTimer, 1000); // Update the timer every second

startEmojiFlow();

}

// Start the game when the page loads

startGame();

</script>

</body>

</html>