```
<!DOCTYPE html>
<html>
<head>
  <title>Catch the Ball - Mobile</title>
  <meta name="viewport"
content="width=device-width, initial-
scale=1.0, user-scalable=no">
  <style>
    body {
      margin: 0;
      background: #222;
      color: white;
      font-family: Arial, sans-serif;
      text-align: center;
      overflow: hidden;
    }
    canvas {
      background: #333;
```

```
  display: block;
  margin: auto;
}
.controls {
  position: fixed;
  bottom: 10px;
  width: 100%;
  display: flex;
  justify-content: space-around;
}
button {
  background: #444;
  color: white;
  border: none;
  padding: 15px 30px;
  font-size: 20px;
  border-radius: 10px;
}
button:active {
  background: #666;
}
```

```
  </style>
</head>
<body>

<h1>Catch the Ball</h1>
<canvas id="gameCanvas" width="400"
height="600"></canvas>

<div class="controls">
  <button id="leftBtn">⬅️ Left</button>
  <button id="rightBtn">➡️ Right</button>
</div>

<script>
  const canvas =
document.getElementById("gameCanvas");
  const ctx = canvas.getContext("2d");

  let basketX = canvas.width / 2 - 30;
  const basketWidth = 60;
  const basketHeight = 20;
```

```
  let ballX = Math.random() * (canvas.width
- 20);
  let ballY = 0;
  const ballSize = 20;
  let ballSpeed = 3;

  let score = 0;

  // Movement flags
  let moveLeft = false;
  let moveRight = false;


document.getElementById("leftBtn").addEv
entListener("touchstart", () => moveLeft =
true);

document.getElementById("leftBtn").addEv
entListener("touchend", () => moveLeft =
false);
```

```
document.getElementById("rightBtn").addEventListener("touchstart", () => moveRight = true);

document.getElementById("rightBtn").addEventListener("touchend", () => moveRight = false);

  function drawBasket() {
    ctx.fillStyle = "orange";
    ctx.fillRect(basketX, canvas.height - basketHeight - 10, basketWidth, basketHeight);
  }

  function drawBall() {
    ctx.beginPath();
    ctx.arc(ballX + ballSize/2, ballY + ballSize/2, ballSize/2, 0, Math.PI * 2);
```

```
    ctx.fillStyle = "red";
    ctx.fill();
    ctx.closePath();
  }

  function drawScore() {
    ctx.fillStyle = "white";
    ctx.font = "20px Arial";
    ctx.fillText("Score: " + score, 10, 30);
  }

  function update() {
    if (moveLeft && basketX > 0) basketX -=
5;
    if (moveRight && basketX <
canvas.width - basketWidth) basketX += 5;

    ballY += ballSpeed;

    // Catching the ball
    if (
```

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      ballY + ballSize >= canvas.height -
basketHeight - 10 &&
      ballX + ballSize > basketX &&
      ballX < basketX + basketWidth
    ) {
      score++;
      ballY = 0;
      ballX = Math.random() * (canvas.width
- ballSize);
      ballSpeed += 0.2;
    }

    // Missed ball
    if (ballY > canvas.height) {
      score = 0;
      ballSpeed = 3;
      ballY = 0;
      ballX = Math.random() * (canvas.width
- ballSize);
    }
  }
```

```
  function draw() {
    ctx.clearRect(0, 0, canvas.width,
canvas.height);
    drawBasket();
    drawBall();
    drawScore();
  }

  function gameLoop() {
    update();
    draw();
    requestAnimationFrame(gameLoop);
  }

  gameLoop();
</script>

</body>
</html>
```