

FileEditSelectionViewGoRunTerminalHelp

FlappyBird.html# style.css

style.css > #score

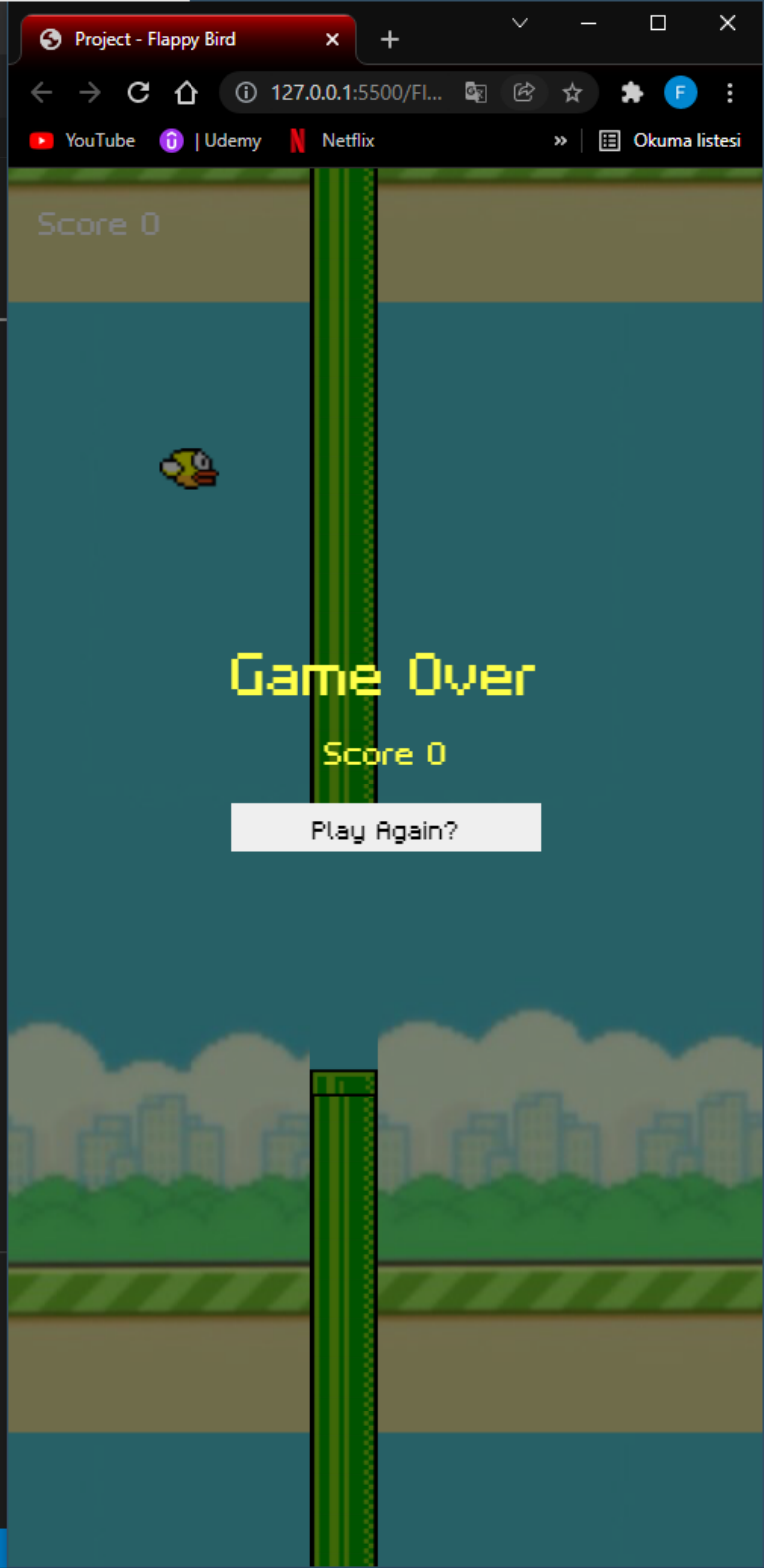
```
30 left: 0;
31 }
32 #gameoverscreen .backdrop{
33 background: black;
34 opacity: 0.5;
35 width: 100vw;
36 height: 100vh;
37 }
38 #gameoverscreen .title,
39 #gameoverscreen .score,
40 #gameoverscreen button {
41 position: absolute;
42 z-index: 1;
43 left: calc(50% - 102px);
44 top: 40%;
45 width: 205px;
46 text-align: center;
47 color: rgb(255, 255, 74);
48 font-family: 'PixelarRegularW01-Regular';
49 font-weight: normal;
50 }
51 #gameoverscreen .title {
52 margin-top: -65px;
53 font-size: 55px;
54 }
55 #gameoverscreen .score {
56 font-size: 30px;
57 }
58 #gameoverscreen button {
59 margin-top: 50px;
60 font-size: 24px;
61 color: black;
```

PROBLEMSOUTPUTDEBUG CONSOLETERMINAL

Filter (e.g. text, **/*.ts, !**/*node_modules/**)

No problems have been detected in the workspace.

Ln 21, Col 16Spaces: 2UTF-8CRLFCSSPort : 5500



FlappyBird.html

style.css

JS app.js

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JS app.js > gamelnit

```
1 let game, block, hole, character, score, gameoverscreen, star
2
3 function getElements() {
4     game = document.querySelector( '#game' )
5     block = document.querySelector( '#block' )
6     hole = document.querySelector( '#hole' )
7     character = document.querySelector( '#character' )
8     score = document.querySelector( '#score' )
9     gameoverscreen = document.querySelector( '#gameoverscreen' )
10    star = document.querySelector( '#star' )
11 }
12 function setInitialValues() {
13
14 }
15 function initRandomHoles() {
16     hole.addEventListener( 'animationiteration', _ => {
17         const fromHeight = 60 * window.innerHeight / 100
18         const toHeight = 95 * window.innerHeight / 100
19
20         const randomTop = getRandomNumber( fromHeight, toHeight )
21         hole.style.top = `-${randomTop}px`
22     })
23 }
24
25 function resetAllAnimations() {
26     const seconds = 2
27     const blockAnimationCss= `blockAnimation ${seconds}s infinite linear`
28
29     block.style.animation = blockAnimationCss
30     hole.style.animation = blockAnimationCss
31 }
32 function gameInit() {
33     getElements()
34     resetAllAnimations()
35
36 }
37
38
39
40 gameInit()
```