<DOCTYPE html>

<html>

<head>

<title> WELCOME TO MOVING GAME </title>

<style>

div{

/\* background-color: aqua;\*/

width: 50px;

height: 50px;

animation-name: kelvin;

animation-duration: 20s;

animation-iteration-count: infinite;

position: relative;

}

@keyframes kelvin{

0%{top: 0px; left: 0px; background-color: yellow;}

25%{top: 0px; left: 300px; background-color: lawngreen;}

50%{top: 300px; left: 300px; background-color: orange; border-radius: 50%}

75%{top: 300px; left: 0px; background-color: skyblue;}

100%{top: 0px; left: 0px; background-color: darkgray;}

}

</style>

</head>

<body>

<div>

</div>

<table style="background-color: antiquewhite; width: 250px;">

<tr>

<td colspan="4">Wedding Date Planner</td>

</tr>

<tr>

<td id="days">80</td>

<td id="hours">2</td>

<td id="minutes">33</td>

<td id="seconds">22</td>

</tr>

<tr>

<td>Days</td>

<td>Hours</td>

<td>Minutes</td>

<td>Seconds</td>

</tr>

</table>

<script type="text/javascript">

function kelvin()

{

var presentDate = new Date();

var futureDate = new Date(2021,4,15);

var presentTime = presentDate.getTime();

var futureTime = futureDate.getTime();

var remTime = futureTime - presentTime;

var s = Math.floor(remTime/1000);

var m = Math.floor(s/60);

var h = Math.floor(m/60);

var d = Math.floor(h/24);

h %=24;

m %=60;

s %=60;

h = (h<10) ? "0"+h : h;

m = (m<10) ? "0"+m : m;

s = (s<10) ? "0"+s : s;

document.getElementById("days").textContent=d;

document.getElementById("hours").textContent=h;

document.getElementById("minutes").textContent=m;

document.getElementById("seconds").textContent=s;

setTimeout(kelvin,1000);

}

kelvin();

</script>

</body>

</html>