

Index.html

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<title>Gigloo Run</title>

<style>
body{
  margin:0;
  font-family:Arial, sans-serif;
  background:linear-gradient(#87ceeb,#e0f7fa);
  text-align:center;
}

/* GAME CARD */
#gameCard{
  max-width:360px;
  margin:20px auto;
  background:#ffffff;
  border-radius:18px;
  padding:15px;
  box-shadow:0 10px 25px rgba(0,0,0,.15);
}

/* GAME AREA */
#game{
  position:relative;
  width:100%;
  height:200px;
  overflow:hidden;
  background:linear-gradient(#b3ecff,#d9f7ff);
  border-radius:14px;
}

/* GROUND */
#ground{
  position:absolute;
  bottom:0;
  width:100%;
  height:40px;
  background:#4caf50;
}

/* CLOUDS */
.cloud{
  position:absolute;
```

```
    top:20px;
    width:60px;
    opacity:.7;
    animation:cloudMove 20s linear infinite;
}
@keyframes cloudMove{
    from{left:100%;}
    to{left:-80px;}
}
```

```
/* GIGLOO */
#gigloo{
    position:absolute;
    bottom:40px;
    left:25px;
    width:65px;
    z-index:5;
}
```

```
/* HURDLE */
.hurdle{
    position:absolute;
    bottom:40px;
    width:45px;
    z-index:4;
}
```

```
/* COIN */
.coin{
    position:absolute;
    bottom:90px;
    width:26px;
    font-size:22px;
}
```

```
/* UI */
#ui{
    display:flex;
    justify-content:space-between;
    margin-top:10px;
    font-weight:bold;
}
```

```
button{
    margin-top:10px;
    padding:10px 18px;
    border:none;
    border-radius:20px;
```

```

    background:#ff9800;
    color:#fff;
    font-size:15px;
}
</style>
</head>

<body>

<div id="gameCard">
  <h2>🐼 Gigloo Run</h2>
  <p>Tap / Click / Space to Jump</p>

  <div id="game">
    
    

    
    <div id="ground"></div>
  </div>

  <div id="ui">
    <div>Score: <span id="score">0</span></div>
    <div>Coins: <span id="coins">0</span></div>
  </div>

  <button onclick="startGame()">Start Game</button>
</div>

<script>
let game=document.getElementById("game");
let gigloo=document.getElementById("gigloo");
let scoreEl=document.getElementById("score");
let coinEl=document.getElementById("coins");

let jumping=false,gameRunning=false;
let score=0,coins=0;

function startGame(){
  score=0; coins=0;
  scoreEl.textContent=0;
  coinEl.textContent=0;
  gameRunning=true;
  createHurdles();
}

```

```
    createCoins();  
}
```

```
function jump(){  
    if(jumping||!gameRunning) return;  
    jumping=true;  
    let up=0;  
    let jumpInt=setInterval(()=>{  
        up+=6;  
        gigloo.style.bottom=40+up+"px";  
        if(up>=60){  
            clearInterval(jumpInt);  
            let downInt=setInterval(()=>{  
                up-=6;  
                gigloo.style.bottom=40+up+"px";  
                if(up<=0){  
                    clearInterval(downInt);  
                    jumping=false;  
                }  
            },20);  
        }  
    },20);  
}
```

```
document.body.onclick=jump;  
document.body.onkeydown=e=>{if(e.code==="Space")jump();};
```

```
function createHurdles(){  
    let hInterval=setInterval(()=>{  
        if(!gameRunning){clearInterval(hInterval);return;}  
        let h=document.createElement("img");
```

```
h.src="https://instasize.com/p/64f5ec8a4f6a85d30999a0284aa7da450660a04b94d80f3e888b6ad253495e06";
```

```
    h.className="hurdle";  
    game.appendChild(h);
```

```
    let x=game.offsetWidth;  
    let move=setInterval(()=>{  
        if(!gameRunning){clearInterval(move);h.remove();return;}  
        x-=4;  
        h.style.left=x+"px";
```

```
    let g=gigloo.getBoundingClientRect();  
    let r=h.getBoundingClientRect();  
    if(r.left<g.right-10 && r.right>g.left+10 && r.bottom>g.top+20){  
        alert("Game Over!");  
        gameRunning=false;
```

```

    }

    if(x<-60){
        clearInterval(move);
        h.remove();
        score++;
        scoreEl.textContent=score;
    }
    },20);
    },1800);
}

function createCoins(){
    let cInterval=setInterval(()=>{
        if(!gameRunning){clearInterval(cInterval);return;}
        let c=document.createElement("div");
        c.className="coin";
        c.textContent="🪙";
        c.style.left=game.offsetWidth+"px";
        game.appendChild(c);

        let x=game.offsetWidth;
        let move=setInterval(()=>{
            if(!gameRunning){clearInterval(move);c.remove();return;}
            x-=4;
            c.style.left=x+"px";

            let g=gigloo.getBoundingClientRect();
            let r=c.getBoundingClientRect();
            if(r.left<g.right && r.right>g.left && r.bottom>g.top){
                coins++;
                coinEl.textContent=coins;
                c.remove();
                clearInterval(move);
            }
            if(x<-30){c.remove();clearInterval(move);}
        },20);
    },2600);
}
</script>

</body>
</html>

```