

## 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;
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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;
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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();
}

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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;
    }
  });
});
}

```

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}

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>

```