

```
<!DOCTYPE html>
<html lang="hu">
<head>
  <meta charset="UTF-8">
  <meta name="viewport"
content="width=device-width, initial-
scale=1.0, user-scalable=no">
  <title>Úrhajó Misszió</title>
  <link rel="manifest" href="manifest.json">
  <meta name="theme-color"
content="#00ffcc">
<style>
  body, html { margin: 0; padding: 0;
width: 100%; height: 100%; overflow:
hidden; background: #050510; font-family:
sans-serif; }
  canvas { display: block; }
  #ui-layer { position: absolute; top: 0;
left: 0; width: 100%; height: 100%; display:
flex; flex-direction: column; align-items:
center; justify-content: center; pointer-
```

```
events: none; color: #00ffcc; }

.menu { pointer-events: auto;
background: rgba(10, 10, 30, 0.9); padding:
30px; border: 2px solid #00ffcc; border-
radius: 20px; text-align: center; }

button { padding: 12px 20px; margin:
10px; cursor: pointer; background:
transparent; border: 1px solid #00ffcc;
color: #00ffcc; border-radius: 5px; }

button:hover { background: #00ffcc;
color: #050510; }

#score-display { position: absolute;
top: 20px; font-size: 1.5rem; }

</style>
</head>
<body>

<div id="ui-layer">
  <div id="score-display">PONT: 0</div>
  <div id="start-menu" class="menu">
    <h1>ÚRHAJÓ MISSZIÓ</h1>
    <button
```

```
onclick="startGame('easy')">>EASY</button>
    <button
onclick="startGame('normal')">>NORMAL</button>
    <button
onclick="startGame('hard')">>HARD</button>
</div>
<div id="game-over" class="menu"
style="display: none;">
    <h1 style="color: #ff00ff;">BUMM!</h1>
    <button
onclick="showMenu()">>VISSZA</button>
</div>
<canvas id="gameCanvas"></canvas>

<audio id="snd-hit" src="https://www.soundjay.com/buttons/sounds/
```

```
beep-07.mp3"></audio>
<audio id="snd-start" src="https://
www.soundjay.com/transportation/
sounds/rocket-launch-01.mp3"></audio>

<script>
    // PWA Regisztráció
    if ('serviceWorker' in navigator) {
        window.addEventListener('load', () => {
            navigator.serviceWorker.register('sw.js');
        });
    }

    const canvas =
        document.getElementById('gameCanvas');
    const ctx = canvas.getContext('2d');
    const scoreEl =
        document.getElementById('score-display');
    canvas.width = window.innerWidth;
```

```
canvas.height = window.innerHeight;
```

```
let score = 0, gameActive = false,  
obstacles = [];
```

```
let ship = { x: canvas.width / 2, y:  
canvas.height - 100, size: 50 };
```

```
let config = { speedMin: 1.5,  
speedMax: 2.5, spawnRate: 0.02,  
randomFactor: 1 };
```

```
function startGame(level) {
```

```
    if (level === 'easy') config = {  
speedMin: 1.5, speedMax: 2.5, spawnRate:  
0.02, randomFactor: 1 };
```

```
    if (level === 'normal') config = {  
speedMin: 3, speedMax: 5, spawnRate:  
0.04, randomFactor: 3 };
```

```
    if (level === 'hard') config = {  
speedMin: 5, speedMax: 9, spawnRate:  
0.07, randomFactor: 5 };
```

```
    score = 0; obstacles = [];
```

```
gameActive = true;  
    document.getElementById('start-menu').style.display = 'none';  
    document.getElementById('game-over').style.display = 'none';  
    document.getElementById('snd-start').play().catch(()=>{});  
    update();  
}  
}
```

```
function showMenu() { gameActive =  
false; document.getElementById('game-over').style.display = 'none';  
document.getElementById('start-menu').style.display = 'block'; }
```

```
function move(e) { if(gameActive) {  
ship.x = e.touches ? e.touches[0].clientX :  
e.clientX; ship.y = e.touches ?  
e.touches[0].clientY : e.clientY; } }
```

```
window.addEventListener('mousemove',  
move);
```

```
window.addEventListener('touchmove',  
move);
```

```
function update() {  
    if (!gameActive) return;  
    ctx.clearRect(0, 0, canvas.width,  
canvas.height);  
    ctx.font = "50px serif"; ctx.textAlign  
= "center";  
    ctx.fillText("🚀", ship.x, ship.y);  
  
    if (Math.random() <  
config.spawnRate) {  
        obstacles.push({ x:  
Math.random()*canvas.width, y: -50,  
speed: Math.random()*(config.speedMax-  
config.speedMin)+config.speedMin, icon:  
Math.random()>0.1?"🔥":"👾" });
```

```
}
```

```
    for (let i = obstacles.length - 1; i >= 0; i--) {  
        let o = obstacles[i]; o.y += o.speed;  
        ctx.fillText(o.icon, o.x, o.y);  
        if (Math.hypot(ship.x - o.x, ship.y - o.y) < 40) {  
            gameActive = false;  
            document.getElementById('snd-hit').play().catch(()=>{});  
  
            document.getElementById('game-over').style.display = 'block';  
        }  
        if (o.y > canvas.height + 50) {  
            obstacles.splice(i, 1); score++;  
            scoreEl.innerText = "PONT: " + score; }  
    }  
    requestAnimationFrame(update);  
}
```

```
</script>
</body>
</html>
{
  "short_name": "Úrhajó",
  "name": "Úrhajó Misszió",
  "icons": [
    {
      "src": "https://cdn-icons-png.flaticon.com/512/1066/1066371.png",
      "type": "image/png",
      "sizes": "512x512",
      "purpose": "any maskable"
    }
  ],
  "start_url": "index.html",
  "background_color": "#050510",
  "display": "standalone",
  "scope": "./",
  "theme_color": "#00ffcc"
}
```

```
const CACHE_NAME = 'urhajo-v2';
const assets = [
  './',
  './index.html',
  './manifest.json',
  'https://www.soundjay.com/buttons/
  sounds/beep-07.mp3',
  'https://www.soundjay.com/
  transportation/sounds/rocket-
  launch-01.mp3'
];
```

```
self.addEventListener('install', e => {
  e.waitUntil(caches.open(CACHE_NAME).th
  en(cache => cache.addAll(assets)));
});
```

```
self.addEventListener('fetch', e => {
  e.respondWith(caches.match(e.request).th
```

```
en(res => res || fetch(e.request)));  
});
```