Dino Game

1. Game Logic

Our project is a video game in which the user is allowed to control and personalize its own dino. The purpose of this game is to jump over as many trees as possible. Every dino has 3 lives (stars) and the user can increase the difficulty of the game every time he loses a life.

2. Html

The html's structure is based on this key elements:

- The canvas (<canvas id="gameScreen"></canvas>): for setting the background of the game;
- The game status display: the div elements .gameStatus, .score, .gameOver, which keep track of the game progress and result;
- The personalization part: buttons and input fields for personalizing the character, including name input and color selection.
- Game Controls: Buttons to start, restart, and increase game difficulty.

3. CSS Styling

The CSS file is made to style elements such as:

- Characters and obstacles: the dino and the trees;
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