

Whack-a-Mole



Game Over!



Final Score: 0

Level Reached: 2

Accuracy: 67%

Play Again

Home Screen

Restart Game



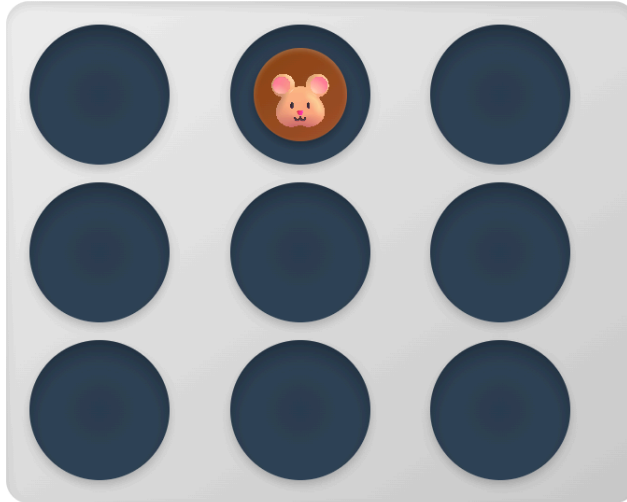
Whack-a-Mole



Score: 30

Time: 17s

Level: 1



Restart Game

Missed! 🤔



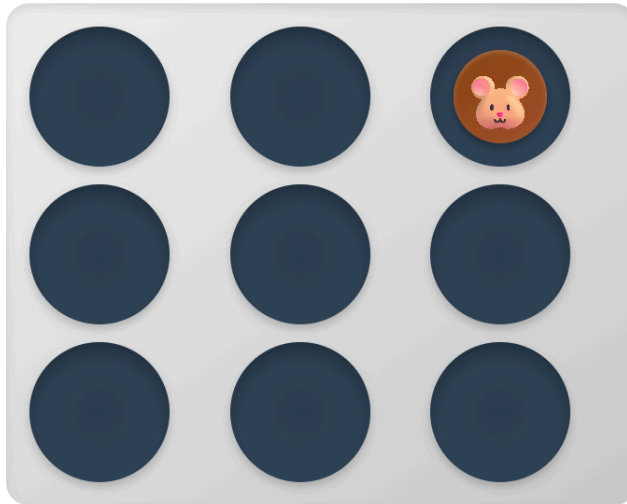
Whack-a-Mole



Score: 0

Time: 12s

Level: 2



Restart Game

Missed! 🐹

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8" />
5 <meta name="viewport" content="width=device-width, initial-scal
6 <title>Whack-a-Mole Game</title>
7 <link rel="stylesheet" href="styles.css" />
8 </head>
9 <body>
10 <div class="container">
11 <header>
12 <h1> Whack-a-Mole 🐹 </h1>
13 <div class="game-info">
14 <div class="score-container">
15 <span>Score: </span>
16 <span id="score">0</span>
17 </div>
18 <div class="timer-container">
19 <span>Time: </span>
20 <span id="timer">30</span>s
```

4. README.md - Comprehensive documentation

All Required Features Implemented:

Core Requirements:

- ✓ 3x3 grid of holes
- ✓ Randomly appearing moles with hamster emoji 🐹
- ✓ Real-time scoreboard that updates with hits and misses
- ✓ 30-second countdown timer
- ✓ Game Over screen with final score
- ✓ Start and Restart mechanism

Advanced Features:

- ✓ **Progressive Difficulty:** Speed increases every 10 seconds
- ✓ **Level System:** Difficulty levels with score multipliers
- ✓ **Real-time Feedback:** Animated feedback for hits/misses
- ✓ **Mobile Responsive:** Works on desktop and mobile
- ✓ **Smooth Animations:** CSS animations for mole

3 files changed

- index.html wack-a-mole-jeevanHd
- scripts.js wack-a-mole-jeevanHd
- styles.css wack-a-mole-jeevanHd

Add Context... index.html Current file

now have a start window like in rock-paper-scissors-jeevanHd/ and have bombs at level 2 where if user clicks on bomb they loose

Agent Claude Sonnet 4

