<!DOCTYPE html>

<html>

<head>

<meta charset="UTF-8">

<title>Typing Game</title>

<style>

body {

font-family: 'Segoe UI', Tahoma, sans-serif;

background: linear-gradient(135deg, #000000, #1a1a1a);

display: flex;

justify-content: center;

align-items: center;

height: 100vh;

margin: 0;

color: #f8f8f8;

}

#container {

width: 350px;

background: #121212;

padding: 25px;

border-radius: 15px;

box-shadow: 0 10px 25px rgba(255, 20, 147, 0.3);

text-align: center;

animation: fadeIn 0.4s ease-in-out;

}

h2 { margin-bottom: 15px; color: #ff4da6; }

textarea, input[type="text"] {

width: 100%;

padding: 12px;

margin-bottom: 15px;

border: 2px solid #333;

background: #1e1e1e;

border-radius: 8px;

font-size: 16px;

color: #f8f8f8;

transition: border 0.2s ease, box-shadow 0.2s ease;

}

textarea:focus, input[type="text"]:focus {

border-color: #ff4da6;

box-shadow: 0 0 5px #ff4da6;

outline: none;

}

button {

padding: 12px 20px;

background: #ff4da6;

color: white;

border: none;

border-radius: 8px;

cursor: pointer;

font-size: 16px;

font-weight: bold;

transition: background 0.2s ease, transform 0.1s ease;

}

button:hover { background: #e63e94; }

button:active { transform: scale(0.97); }

#scoreDisplay { font-weight: bold; color: #ff4da6; }

#currentWord {

background: #ff4da6;

color: white;

display: inline-block;

padding: 8px 15px;

border-radius: 50px;

font-size: 20px;

margin-bottom: 15px;

box-shadow: 0 4px 10px rgba(255, 20, 147, 0.4);

transition: all 0.2s ease;

}

#gameArea, #resultArea { display: none; }

#feedback {

font-size: 14px;

height: 18px;

margin-bottom: 8px;

color: #ff4da6;

min-height: 18px;

transition: opacity 0.3s ease;

}

/\* Shake animation \*/

@keyframes shake {

0% { transform: translateX(0); }

25% { transform: translateX(-5px); }

50% { transform: translateX(5px); }

75% { transform: translateX(-5px); }

100% { transform: translateX(0); }

}

/\* Glow for correct \*/

.correctGlow {

box-shadow: 0 0 15px #ff4da6 !important;

}

/\* Shake for wrong \*/

.shake {

animation: shake 0.3s;

}

@keyframes fadeIn {

from { opacity: 0; transform: translateY(10px); }

to { opacity: 1; transform: translateY(0); }

}

</style>

</head>

<body>

<div id="container">

<!-- Word Input Form -->

<div id="wordForm">

<h2>Enter Words (one per line)</h2>

<textarea id="wordList" placeholder="Type each word on a new line..."></textarea>

<button id="startGame">Start Game</button>

</div>

<!-- Game Area -->

<div id="gameArea">

<h2 id="currentWord"></h2>

<div id="feedback"></div>

<input type="text" id="typedWord" autocomplete="off" placeholder="Type the word here...">

<p>Score: <span id="scoreDisplay">0</span></p>

</div>

<!-- Result Area -->

<div id="resultArea">

<h2 id="resultMessage"></h2>

<p>Final Score: <span id="finalScore">0</span></p>

<button id="restartGame">Try Again</button>

</div>

</div>

<script>

let words = [];

let score = 0;

let currentIndex = 0;

const wordForm = document.getElementById("wordForm");

const gameArea = document.getElementById("gameArea");

const resultArea = document.getElementById("resultArea");

const wordList = document.getElementById("wordList");

const startGameBtn = document.getElementById("startGame");

const currentWordEl = document.getElementById("currentWord");

const typedWord = document.getElementById("typedWord");

const scoreDisplay = document.getElementById("scoreDisplay");

const resultMessage = document.getElementById("resultMessage");

const finalScore = document.getElementById("finalScore");

const restartGameBtn = document.getElementById("restartGame");

const feedback = document.getElementById("feedback");

function debounce(func, delay) {

let timeout;

return function(...args) {

clearTimeout(timeout);

timeout = setTimeout(() => func.apply(this, args), delay);

};

}

function throttle(func, limit) {

let inThrottle;

return function(...args) {

if (!inThrottle) {

func.apply(this, args);

inThrottle = true;

setTimeout(() => inThrottle = false, limit);

}

};

}

function startGame() {

const inputWords = wordList.value.trim().split("\n").filter(w => w.trim() !== "");

if (inputWords.length === 0) {

alert("Please enter at least one word!");

return;

}

words = inputWords;

score = 0;

currentIndex = 0;

scoreDisplay.textContent = score;

wordForm.style.display = "none";

resultArea.style.display = "none";

gameArea.style.display = "block";

showWord();

}

function showWord() {

if (currentIndex < words.length) {

currentWordEl.textContent = words[currentIndex];

feedback.textContent = "";

typedWord.value = "";

typedWord.focus();

} else {

endGame();

}

}

function correctFeedback() {

currentWordEl.classList.add("correctGlow");

feedback.style.color = "#ff4da6";

feedback.textContent = "Correct!";

setTimeout(() => {

currentWordEl.classList.remove("correctGlow");

feedback.textContent = "";

}, 500);

}

function wrongFeedback() {

currentWordEl.classList.add("shake");

feedback.style.color = "red";

feedback.textContent = "Incorrect!";

setTimeout(() => {

currentWordEl.classList.remove("shake");

feedback.textContent = "";

}, 500);

}

function checkWord() {

if (typedWord.value.trim() === words[currentIndex]) {

updateScoreThrottled();

correctFeedback();

} else {

wrongFeedback();

}

currentIndex++;

showWord();

}

function updateScore() {

score++;

scoreDisplay.textContent = score;

}

const updateScoreThrottled = throttle(updateScore, 200);

function endGame() {

gameArea.style.display = "none";

resultArea.style.display = "block";

resultMessage.textContent = "Game Over!";

finalScore.textContent = score;

}

function restartGame() {

resultArea.style.display = "none";

wordForm.style.display = "block";

wordList.value = "";

}

startGameBtn.addEventListener("click", startGame);

typedWord.addEventListener("keydown", e => {

if (e.key === "Enter") {

checkWord();

}

});

restartGameBtn.addEventListener("click", restartGame);

</script>

</body>

</html>