<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Roadrunner Runner</title>

<style>

body {

margin: 0;

padding: 0;

display: flex;

justify-content: center;

align-items: center;

height: 100vh;

background-color: #f0f0f0;

}

#gameDiv {

width: 800px;

height: 600px;

}

</style>

</head>

<body>

<div id="gameDiv"></div>

<!-- Include Phaser from CDN -->

<script src="https://cdn.jsdelivr.net/npm/phaser@3.55.2/dist/phaser.min.js"></script>

<script type="text/javascript">

var game = new Phaser.Game(800, 600, Phaser.AUTO, 'gameDiv');

// Boot State

var bootState = {

preload: function() {

// Replace these URLs with actual hosted image URLs

game.load.image('background', 'https://drive.google.com/file/d/1FqVqk4WLIVwWBGpEQN2KDORZFm6QX5tI/view?usp=sharing');

game.load.spritesheet('roadrunner', 'https://drive.google.com/file/d/1MKziZdscNO8-USLnB\_2h-WZwsjAf2Vxm/view?usp=sharing', 64, 64);

game.load.image('tumbleweed', 'https://drive.google.com/file/d/1yMiHJPhXJ87YYVEPiHISRa4OCN6kRW8v/view?usp=sharing');

game.load.image('supply', 'https://via.placeholder.com/32x32.png?text=Supply');

game.load.image('start', 'https://via.placeholder.com/100x50.png?text=Start');

game.load.image('restart', 'https://via.placeholder.com/100x50.png?text=Restart');

},

create: function() {

game.state.start('start');

}

};

// Start State

var startState = {

create: function() {

game.stage.backgroundColor = '#87CEEB';

game.add.text(400, 250, 'Roadrunner Runner', { font: '48px Arial', fill: '#fff' }).anchor.set(0.5);

game.add.text(400, 300, 'Press space to jump', { font: '24px Arial', fill: '#fff' }).anchor.set(0.5);

var startButton = game.add.button(400, 350, 'start', function() {

game.state.start('playing');

});

startButton.anchor.set(0.5);

}

};

// Playing State

var playingState = {

create: function() {

this.background = game.add.tileSprite(0, 0, 800, 600, 'background');

this.background.autoScroll(-100, 0);

this.roadrunner = game.add.sprite(100, 500, 'roadrunner');

this.roadrunner.animations.add('run', [0, 1, 2, 3], 10, true);

this.roadrunner.animations.add('jump', [0], 10, false); // Placeholder frame

this.roadrunner.animations.play('run');

game.physics.arcade.enable(this.roadrunner);

this.roadrunner.body.gravity.y = 1000;

this.roadrunner.body.collideWorldBounds = true;

this.tumbleweeds = game.add.group();

this.tumbleweeds.enableBody = true;

this.schoolSupplies = game.add.group();

this.schoolSupplies.enableBody = true;

game.time.events.loop(Phaser.Timer.SECOND \* 2, this.spawnTumbleweed, this);

game.time.events.loop(Phaser.Timer.SECOND \* 1.5, this.spawnSupply, this);

this.score = 0;

this.scoreText = game.add.text(20, 20, 'Score: 0', { font: '32px Arial', fill: '#fff' });

this.jumpKey = game.input.keyboard.addKey(Phaser.Keyboard.SPACEBAR);

},

update: function() {

if (this.jumpKey.isDown && this.roadrunner.body.touching.down) {

this.roadrunner.body.velocity.y = -400;

this.roadrunner.animations.play('jump');

}

if (this.roadrunner.body.touching.down) {

this.roadrunner.animations.play('run');

}

game.physics.arcade.overlap(this.roadrunner, this.tumbleweeds, this.hitTumbleweed, null, this);

game.physics.arcade.overlap(this.roadrunner, this.schoolSupplies, this.collectSupply, null, this);

this.tumbleweeds.forEachAlive(function(t) { if (t.x < -t.width) t.kill(); });

this.schoolSupplies.forEachAlive(function(s) { if (s.x < -s.width) s.kill(); });

},

spawnTumbleweed: function() {

var tumbleweed = this.tumbleweeds.create(800, 550, 'tumbleweed');

tumbleweed.body.velocity.x = -game.rnd.between(150, 250);

tumbleweed.body.allowGravity = false;

},

spawnSupply: function() {

var supply = this.schoolSupplies.create(800, game.rnd.between(100, 500), 'supply');

supply.body.velocity.x = -200;

supply.body.allowGravity = false;

},

hitTumbleweed: function() {

game.state.start('gameover', true, false, this.score);

},

collectSupply: function(roadrunner, supply) {

supply.kill();

this.score += 1;

this.scoreText.text = 'Score: ' + this.score;

}

};

// Game Over State

var gameOverState = {

init: function(score) {

this.score = score;

},

create: function() {

game.stage.backgroundColor = '#87CEEB';

game.add.text(400, 250, 'Game Over', { font: '48px Arial', fill: '#fff' }).anchor.set(0.5);

game.add.text(400, 300, 'Score: ' + this.score, { font: '32px Arial', fill: '#fff' }).anchor.set(0.5);

var restartButton = game.add.button(400, 350, 'restart', function() {

game.state.start('playing');

});

restartButton.anchor.set(0.5);

}

};

// Register States

game.state.add('boot', bootState);

game.state.add('start', startState);

game.state.add('playing', playingState);

game.state.add('gameover', gameOverState);

// Start Game

game.state.start('boot');

</script>

</body>

</html>