

game.html

23/10/2025

```
<!DOCTYPE html>
<html lang="hi">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Typing Speed Game</title>
<style>
body {
  margin: 0;
  font-family: Arial, sans-serif;
  background: linear-gradient(180deg,#4facfe,#00f2fe);
  overflow: hidden;
}
#gameArea {
  position: relative;
  width: 100vw;
  height: 100vh;
}
.bubble {
  position: absolute;
  padding: 12px 18px;
  border-radius: 50%;
  background: white;
  color: #333;
  font-weight: bold;
  font-size: 22px;
  text-align: center;
  box-shadow: 0 0 10px rgba(0,0,0,0.3);
}
#inputArea {
  position: absolute;
  bottom: 20px;
  left: 50%;
  transform: translateX(-50%);
  display: flex;
  flex-direction: column;
  align-items: center;
}
#wordInput {
  padding: 10px;
  font-size: 18px;
  width: 250px;
  border-radius: 10px;
  border: none;
  text-align: center;
}
#stats {
  color: white;
  font-size: 20px;
  position: absolute;
  top: 10px;
  left: 50%;
  transform: translateX(-50%);
}
#gameOver {
  position: absolute;
  top: 40%;
  width: 100%;
  text-align: center;
  color: white;
  font-size: 40px;
  display: none;
}
#restartBtn {
  margin-top: 15px;
  padding: 10px 25px;
  font-size: 18px;
  border: none;
```

```

border-radius: 10px;
background: white;
color: #0077ff;
font-weight: bold;
cursor: pointer;
}
</style>
</head>
<body>
<div id="gameArea">
  <div id="stats">Score: 0 | Lifelines: 5</div>
  <div id="gameOver">
    Game Over 😞<br>
    <button id="restartBtn">Restart</button>
  </div>
  <div id="inputArea">
    <input id="wordInput" type="text" placeholder="Type here..." autofocus />
  </div>
</div>

<script>
const words = ["India","China","Japan","France","Nepal","Italy","Canada","Mexico","Brazil","Spain","Russia",
"arshad","rehan","aliraza","niyaz","Galaxy","Digital","display","Network","Journey","content",
"Date","while","Success","body","break","Gravity","script","left","Magnet","new","name","bubble"];

let score = 0;
let lives = 5;
let gameRunning = true;
let bubbleIntervals = [];

const gameArea = document.getElementById("gameArea");
const input = document.getElementById("wordInput");
const stats = document.getElementById("stats");
const gameOver = document.getElementById("gameOver");
const restartBtn = document.getElementById("restartBtn");

function updateStats() {
  stats.textContent = `Score: ${score} | Lifelines: ${lives}`;
}

function createBubble() {
  if (!gameRunning) return;

  const bubble = document.createElement("div");
  bubble.className = "bubble";
  const word = words[Math.floor(Math.random() * words.length)];
  bubble.textContent = word;

  const left = Math.random() * (gameArea.clientWidth - 100);
  bubble.style.left = left + "px";
  bubble.style.top = "-60px";
  gameArea.appendChild(bubble);

  let speed = 1 + Math.random() * 1;
  const interval = setInterval(() => {
    if (!gameRunning) {
      clearInterval(interval);
      bubble.remove();
      return;
    }
    bubble.style.top = bubble.offsetTop + speed + "px";
    if (bubble.offsetTop + bubble.offsetHeight > gameArea.clientHeight) {
      clearInterval(interval);
      bubble.remove();
      loseLife();
    }
  }, 30);

  bubbleIntervals.push(interval);
}

function loseLife() {
  lives--;

```

```

    updateStats();
    if (lives <= 0) endGame();
}

input.addEventListener("input", () => {
    const typed = input.value.trim().toLowerCase();
    document.querySelectorAll(".bubble").forEach(bubble => {
        if (bubble.textContent.toLowerCase() === typed) {
            score++;
            updateStats();
            bubble.remove();
            input.value = "";
        }
    });
});

function endGame() {
    gameRunning = false;
    gameOver.style.display = "block";
    input.disabled = true;
    // clear all bubble intervals
    bubbleIntervals.forEach(i => clearInterval(i));
    bubbleIntervals = [];
}

function restartGame() {
    gameRunning = true;
    score = 0;
    lives = 5;
    updateStats();
    input.disabled = false;
    input.value = "";
    gameOver.style.display = "none";
    document.querySelectorAll(".bubble").forEach(b => b.remove());
}

// Start bubble generation every 3 seconds
setInterval(() => { if(gameRunning) createBubble(); }, 3000);

restartBtn.addEventListener("click", restartGame);
updateStats();
</script>
</body>
</html>

```