

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Saint Station Game</title>
<style>
  body { margin:0; overflow:hidden; background:#111; }
  canvas { display:block; margin:0 auto; background:#111; }
  #overlay {
    position: fixed;
    top: 0; left: 0;
    width: 100%; height: 100%;
    background: rgba(0,0,0,0.7);
    color: white;
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    font-family: Arial, sans-serif;
    visibility: hidden;
    text-align: center;
    padding: 0 20px;
  }
  #overlay h1 { font-size: 3em; margin-bottom: 0.3em; }
  #overlay p { font-size: 1.3em; margin-bottom: 0.8em; }
  #thankYouText { display:block; font-size:1.1em; opacity:0.9; }
  button {
    margin-top: 20px;
    padding: 12px 25px;
    font-size: 1.2em;
    background: gray;
    border: none;
    border-radius: 8px;
    color: white;
    cursor: pointer;
  }
  button:hover {
    background: #555;
  }
</style>
</head>
<body>
<canvas id="gameCanvas"></canvas>

<div id="overlay">
  <h1 id="statusText">Game Over!</h1>
```

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<p id="discountText"></p>
<p id="thankYouText">
  Thank you for being part of the Saint Statio community and supporting our
  vision for a more conscious fashion culture.
</p>
<button id="restartBtn">Play Again</button>
</div>

<script>
const canvas = document.getElementById('gameCanvas');
const ctx = canvas.getContext('2d');
const overlay = document.getElementById('overlay');
const statusText = document.getElementById('statusText');
const discountText = document.getElementById('discountText');
const thankYouText = document.getElementById('thankYouText');
const restartBtn = document.getElementById('restartBtn');

canvas.width = window.innerWidth;
canvas.height = window.innerHeight;

const gravity = 0.6;
const jumpStrength = -12;
const hurdleGap = 250;
const hurdleWidth = 30;
const hurdleHeight = 20;
const targetHurdles = 12;

let score = 0;
let highScore = localStorage.getItem('saintStationHighScore') || 0;
let hurdles = [];
let gameOver = false;
let discountGiven = localStorage.getItem('saintStationDiscount') === 'true';

// Player
const player = { x: 100, y: canvas.height - 100, width: 50, height: 50, vy: 0 };

// Generate random discount code
function randomCode() {
  const chars = "ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789";
  let code = "";
  for (let i = 0; i < 6; i++) code += chars[Math.floor(Math.random() *
chars.length)];
  return code;
}

// Spawn new hurdles endlessly
let nextHurdleX = canvas.width + 400;

```

```
function spawnHurdle() {
  hurdles.push({x: nextHurdleX, y: canvas.height - 100 - hurdleHeight});
  nextHurdleX += hurdleGap + Math.random() * 200;
}
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```
function resetGame() {
  score = 0;
  hurdles = [];
  nextHurdleX = canvas.width + 400;
  for (let i = 0; i < 5; i++) spawnHurdle();
  player.y = canvas.height - 100;
  player.vy = 0;
  gameOver = false;
  overlay.style.visibility = "hidden";
  update();
}
```

```
function draw() {
  ctx.clearRect(0, 0, canvas.width, canvas.height);

  // Bakke
  ctx.fillStyle = 'black';
  ctx.fillRect(0, canvas.height - 100, canvas.width, 100);

  // Spilleren
  ctx.fillStyle = 'white';
  ctx.fillRect(player.x, player.y, player.width, player.height);

  // Hinder
  ctx.fillStyle = 'gray';
  hurdles.forEach(h => ctx.fillRect(h.x, h.y, hurdleWidth, hurdleHeight));

  // Tekst
  ctx.fillStyle = 'white';
  ctx.font = '24px Didot, serif';
  ctx.fillText(`Score: ${score}`, 20, 40);
  ctx.fillText(`High Score: ${highScore}`, 20, 70);
}
```

```
function showOverlay(title, message) {
  overlay.style.visibility = "visible";
  statusText.innerText = title;
  discountText.innerHTML = message;
  gameOver = true;
  thankYouText.style.display = "block";
}
```

```

function showGameOver() {
  if (!discountGiven) {
    const code = "SAINT-" + randomCode();
    localStorage.setItem('saintStationDiscount', 'true');
    discountGiven = true;
    showOverlay("💀 Game Over!", `You got a Saint Station discount for playing!
<br>Your code: <b>${code}</b>`);
  } else {
    const msg = "You already received your discount code earlier.<br>Try again
to beat your high score!";
    showOverlay("💀 Game Over!", msg);
  }
}

```

```

function showWin() {
  const code = "SAINT-" + randomCode();
  localStorage.setItem('saintStationDiscount', 'true');
  discountGiven = true;
  showOverlay("🎉 Congratulations!", `You jumped over 12 hurdles!<br>Your
discount code: <b>${code}</b>`);
}

```

```

function update() {
  if (gameOver) return;

  player.vy += gravity;
  player.y += player.vy;

  if (player.y > canvas.height - 100) {
    player.y = canvas.height - 100;
    player.vy = 0;
  }

  hurdles.forEach(h => {
    h.x -= 5;

    // Kollisjon
    if (player.x + player.width > h.x && player.x < h.x + hurdleWidth && player.y +
player.height > h.y) {
      showGameOver();
    }

    // Score
    if (!h.passed && h.x + hurdleWidth < player.x) {
      h.passed = true;
      score++;
    }
  });
}

```

```
    if (score > highScore) {  
      highScore = score;  
      localStorage.setItem('saintStationHighScore', highScore);  
    }  
    if (score === targetHurdles && !discountGiven) {  
      showWin();  
    }  
  }  
}  
});
```

```
// Fjern gamle hinder og legg til nye  
hurdles = hurdles.filter(h => h.x + hurdleWidth > 0);  
while (hurdles.length < 6) spawnHurdle();
```

```
draw();  
if (!gameOver) requestAnimationFrame(update);  
}
```

```
canvas.addEventListener('mousedown', () => {  
  if (!gameOver) player.vy = jumpStrength;  
});
```

```
canvas.addEventListener('touchstart', () => {  
  if (!gameOver) player.vy = jumpStrength;  
});
```

```
restartBtn.addEventListener('click', resetGame);
```

```
// Start game  
resetGame();  
</script>  
</body>  
</html>
```