

```
<!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;
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function spawnHurdle() {
    hurdles.push({x: nextHurdleX, y: canvas.height - 100 - hurdleHeight});
    nextHurdleX += hurdleGap + Math.random() * 200;
}

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";
}

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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;

        // Kollision
        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++;
    }
}

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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>
```