<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>2D Airplane Flying Game</title>

<style>

body {

margin: 0;

overflow: hidden;

background: lightblue;

font-family: Arial, sans-serif;

}

canvas {

display: block;

background: lightblue;

}

#flyBtn {

position: absolute;

bottom: 20px;

left: 50%;

transform: translateX(-50%);

padding: 12px 24px;

background: red;

color: white;

font-size: 18px;

border: none;

border-radius: 8px;

cursor: pointer;

}

#scoreboard {

position: absolute;

top: 10px;

left: 10px;

color: black;

font-size: 20px;

font-weight: bold;

}

</style>

</head>

<body>

<canvas id="gameCanvas" width="800" height="500"></canvas>

<div id="scoreboard">Score: 0</div>

<button id="flyBtn">Fly</button>

<script>

const canvas = document.getElementById('gameCanvas');

const ctx = canvas.getContext('2d');

const flyBtn = document.getElementById('flyBtn');

const scoreboard = document.getElementById('scoreboard');

let plane = {

x: 100,

y: canvas.height / 2,

width: 60,

height: 30,

color: 'red',

dy: 0

};

let flying = false;

let score = 0;

let lastTime = 0;

function drawPlane() {

ctx.fillStyle = plane.color;

ctx.fillRect(plane.x, plane.y, plane.width, plane.height);

// Optional: add a triangle to represent nose

ctx.beginPath();

ctx.moveTo(plane.x + plane.width, plane.y + plane.height / 2);

ctx.lineTo(plane.x + plane.width + 10, plane.y + plane.height / 2 - 5);

ctx.lineTo(plane.x + plane.width + 10, plane.y + plane.height / 2 + 5);

ctx.closePath();

ctx.fill();

}

function updatePlane(delta) {

if (flying) {

plane.y -= 0.5; // fly upward slowly

score += delta \* 10 / 1000; // 10 points per second

} else {

plane.y += 1; // gravity pulls down

}

// Keep plane in bounds

if (plane.y < 0) plane.y = 0;

if (plane.y + plane.height > canvas.height) plane.y = canvas.height - plane.height;

}

function gameLoop(timestamp) {

let delta = timestamp - lastTime;

lastTime = timestamp;

ctx.clearRect(0, 0, canvas.width, canvas.height);

updatePlane(delta);

drawPlane();

scoreboard.innerText = `Score: ${Math.floor(score)}`;

requestAnimationFrame(gameLoop);

}

flyBtn.addEventListener('click', () => {

flying = true;

flyBtn.disabled = true;

flyBtn.innerText = 'Flying...';

});

requestAnimationFrame(gameLoop);

</script>

</body>

</html>