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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Scorpio S1 - Ultimate Car Game</title>
  <style>
    /* Game UI */
    #gameContainer {
      position: relative;
      width: 800px;
      height: 600px;
      border: 2px solid black;
      overflow: hidden;
      background-color: #ddd;
    }

    #car {
      position: absolute;
      width: 150px;
      bottom: 20px;
      left: 50%;
      transform: translateX(-50%);
      transition: transform 0.1s;
    }

    #speedDisplay, #scoreDisplay, #levelDisplay {
      position: absolute;
      top: 10px;
      right: 20px;
      font-size: 20px;
      font-weight: bold;
      background: rgba(0, 0, 0, 0.7);
      color: white;
      padding: 5px 10px;
      border-radius: 5px;
    }

    #scoreDisplay {
      right: auto;
      left: 20px;
    }

    #levelDisplay {
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    top: 50px;
    right: 20px;
}

.obstacle {
    position: absolute;
    width: 80px;
    height: 80px;
    background-color: red;
    top: 0;
}

.alloy-selection {
    margin-top: 20px;
}

.alloy-selection img {
    width: 80px;
    cursor: pointer;
    margin: 10px;
    border: 2px solid black;
}

#musicControls {
    position: absolute;
    bottom: 20px;
    left: 20px;
    background: rgba(0, 0, 0, 0.7);
    color: white;
    padding: 10px;
    border-radius: 5px;
    cursor: pointer;
}
</style>
</head>
<body>

<div id="gameContainer">
    
    <div id="speedDisplay">Speed: 0 km/h</div>
    <div id="scoreDisplay">Score: 0</div>
    <div id="levelDisplay">Level: 1</div>
</div>

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<div class="alloy-selection">
  <h3>Select Alloy Wheels</h3>
  
  
  
</div>

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<button id="musicControls" onclick="toggleMusic()">🔊 Mute/Unmute</button>

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<audio id="backgroundMusic" loop autoplay>
  <source src="https://www.fesliyanstudios.com/play-mp3/387" type="audio/mpeg">
  Your browser does not support the audio element.
</audio>

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<script>
  const car = document.getElementById('car');
  const speedDisplay = document.getElementById('speedDisplay');
  const scoreDisplay = document.getElementById('scoreDisplay');
  const levelDisplay = document.getElementById('levelDisplay');
  const music = document.getElementById('backgroundMusic');

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  let positionX = 50;
  let speed = 0;
  let score = 0;
  let level = 1;
  let totalLevels = 200;
  let coins = 500;
  let unlockedAlloys = ["Default"];
  let selectedAlloy = "Default";

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  document.addEventListener('keydown', (e) => {
    if (e.key === 'ArrowLeft' && positionX > 10) {
      positionX -= 5;
    } else if (e.key === 'ArrowRight' && positionX < 90) {
      positionX += 5;
    } else if (e.key === 'ArrowUp') {
      speed += 10;
    } else if (e.key === 'ArrowDown' && speed > 0) {
      speed -= 10;
    }
    car.style.left = positionX + '%';

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    speedDisplay.innerText = `Speed: ${speed} km/h`;
  });

function createObstacle() {
  const obstacle = document.createElement('div');
  obstacle.classList.add('obstacle');
  obstacle.style.left = `${Math.random() * 80 + 10}%`;
  document.getElementById('gameContainer').appendChild(obstacle);

  let obstaclePosition = 0;
  const fallInterval = setInterval(() => {
    obstaclePosition += speed / 10;
    obstacle.style.top = obstaclePosition + 'px';

    if (obstaclePosition > 500) {
      clearInterval(fallInterval);
      obstacle.remove();
      score += 10;
      scoreDisplay.innerText = `Score: ${score}`;
      checkLevelUp();
    }

    const carRect = car.getBoundingClientRect();
    const obstacleRect = obstacle.getBoundingClientRect();

    if (
      carRect.left < obstacleRect.right &&
      carRect.right > obstacleRect.left &&
      carRect.top < obstacleRect.bottom &&
      carRect.bottom > obstacleRect.top
    ) {
      alert(`Game Over! Final Score: ${score}`);
      location.reload();
    }
  }, 50);
}

function checkLevelUp() {
  if (score >= level * 50 && level < totalLevels) {
    level++;
    levelDisplay.innerText = `Level: ${level}`;
    alert(`Congratulations! You reached Level ${level}`);

    if (level === 50 || level === 100 || level === 150 || level === 200) {

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        unlockNewCar();
    }
}

function unlockNewCar() {
    alert("New car unlocked! Check the car selection menu.");
}

function purchaseAlloy(alloyName, price) {
    if (unlockedAlloys.includes(alloyName)) {
        selectAlloy(alloyName);
    } else {
        if (coins >= price) {
            coins -= price;
            unlockedAlloys.push(alloyName);
            alert(`${alloyName} purchased!`);
            selectAlloy(alloyName);
        } else {
            alert("Not enough coins!");
        }
    }
}

function selectAlloy(alloyName) {
    selectedAlloy = alloyName;
    alert(`Alloy changed to ${selectedAlloy}`);
}

function toggleMusic() {
    if (music.paused) {
        music.play();
    } else {
        music.pause();
    }
}

setInterval(createObstacle, 2000);
</script>

</body>
</html>

```