

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
  <title>Study Hero - Learning + Game</title>
```

```
  <style>
```

```
    body {
```

```
      font-family: 'Poppins', sans-serif;
```

```
      margin: 0;
```

```
      background: linear-gradient(to right, #fceabb, #f8b500);
```

```
      text-align: center;
```

```
      padding: 20px;
```

```
    }
```

```
    .section {
```

```
      display: none;
```

```
    }
```

```
    .active {
```

```
      display: block;
```

```
    }
```

```
    .btn {
```

```
      background: #00b894;
```

```
      color: white;
```

```
      padding: 12px 25px;
```

```
      font-size: 18px;
```

```
      border: none;
```

```
      border-radius: 10px;
```

```
    cursor: pointer;

    margin-top: 20px;

    transition: transform 0.2s ease;
}
```

```
.btn:hover {

    transform: scale(1.05);
}
```

```
.badge {

    background: gold;

    padding: 10px;

    border-radius: 10px;

    display: inline-block;

    margin-top: 10px;

    animation: pulse 1s infinite;
}
```

```
.reward {

    font-size: 24px;

    color: #2d3436;
}
```

```
.mascot {

    width: 120px;

    animation: float 2s ease-in-out infinite;
}
```

```
#gameCanvas {

    border: 3px solid #fff;

    background: #74b9ff;
```

```
border-radius: 10px;
cursor: crosshair;
display: block;
margin: 20px auto;
}
```

```
@keyframes float {
```

```
0%,
```

```
100% {
```

```
    transform: translateY(0);
```

```
}
```

```
50% {
```

```
    transform: translateY(-10px);
```

```
}
```

```
}
```

```
@keyframes pulse {
```

```
0% {
```

```
    transform: scale(1);
```

```
    opacity: 1;
```

```
}
```

```
50% {
```

```
    transform: scale(1.1);
```

```
    opacity: 0.7;
```

```
}
```

```
100% {
```

```
    transform: scale(1);
```

```
        opacity: 1;
    }
}
</style>
</head>

<body>

    <!-- Start Screen -->

    <div id="startSection" class="section active">

        

        <h1> 📚 Study Hero Challenge!</h1>

        <p>Boost your knowledge. Beat distractions. Unlock rewards!</p>

        <button class="btn" onclick="startSession()">Enter Study Mode</button>

    </div>

    <!-- Learning Section -->

    <div id="learningSection" class="section">

        <h2> 🎓 Level 1: Water Cycle Adventure</h2>

        <p>Watch this animated lesson to begin your quest!</p>

        <video width="320" height="240" controls>

            <source src="https://www.w3schools.com/html/mov_bbb.mp4" type="video/mp4">

            Your browser does not support the video tag.

        </video>

        <br>

        <button class="btn" onclick="finishLearning()">Next Challenge</button>

    </div>

    <!-- Quiz Section -->

    <div id="quizSection" class="section">
```

```
<h2>💡 Quiz Round</h2>

<p>What powers the water cycle?</p>

<button class="btn" onclick="submitAnswer(true)">☀️ Sun</button>

<button class="btn" onclick="submitAnswer(false)">🌙 Moon</button>

<p id="quizResult"></p>

</div>
```

```
<!-- Shooting Game Section -->

<div id="gameSection" class="section">

  <h2>🎯 Final Challenge: Shooting Practice!</h2>

  <p>Hit all targets without missing a shot!</p>

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

</div>
```

```
<!-- Reward Section -->

<div id="rewardSection" class="section">

  <h2>🏆 Mission Complete!</h2>

  <div class="badge">🏅 Gold Medal - Smart & Fast Learner</div>

  <p class="reward">💎 +50 Points</p>

  <p>👨👩👧👦 Parent Notified! You did amazing, Study Hero!</p>

  <button class="btn" onclick="restartGame()">Play Again</button>

</div>
```

```
<script>

function startSession() {

  switchSection('startSection', 'learningSection');

  alert("🔒 All distractions are now locked. Let's learn!");

}

function finishLearning() {
```

```
    switchSection('learningSection', 'quizSection');  
  }
```

```
function submitAnswer(isCorrect) {  
  const result = document.getElementById('quizResult');  
  result.innerText = isCorrect ? " 🟢 Correct! You're awesome!" : " 🛑 Oops! But you're still a  
hero!";  
  setTimeout(() => {  
    switchSection('quizSection', 'gameSection');  
    startShootingGame();  
  }, 2000);  
}
```

```
function switchSection(from, to) {  
  document.getElementById(from).classList.remove('active');  
  document.getElementById(to).classList.add('active');  
}
```

```
function notifyParent() {  
  console.log(" 📧 Parent Notification: Child completed today's goal!");  
}
```

```
function restartGame() {  
  location.reload();  
}
```

```
// ----- Shooting Game Logic -----
```

```
function startShootingGame() {  
  const canvas = document.getElementById("gameCanvas");  
  const ctx = canvas.getContext("2d");
```

```
let bullets = [];  
let targets = [];  
let score = 0;  
let gameOver = false;
```

```
const gun = {  
  x: canvas.width / 2,  
  y: canvas.height - 30,  
  width: 20,  
  height: 30,  
  color: "#d63031"  
};
```

```
function drawGun() {  
  ctx.fillStyle = gun.color;  
  ctx.fillRect(gun.x - gun.width / 2, gun.y, gun.width, gun.height);  
}
```

```
function drawBullets() {  
  ctx.fillStyle = "fff";  
  bullets.forEach(b => {  
    ctx.beginPath();  
    ctx.arc(b.x, b.y, 5, 0, Math.PI * 2);  
    ctx.fill();  
  });  
}
```

```
function drawTargets() {  
  ctx.fillStyle = "#fdbc6e";  
  targets.forEach(t => {  
    ctx.beginPath();
```

```

        ctx.arc(t.x, t.y, t.radius, 0, Math.PI * 2);
        ctx.fill();
    });
}

```

```

function drawScore() {
    ctx.fillStyle = "#fff";
    ctx.font = "20px Arial";
    ctx.fillText("Score: " + score, 20, 30);
}

```

```

function drawGameOver() {
    ctx.fillStyle = "#d63031";
    ctx.font = "40px Arial";
    ctx.fillText("Game Over!", canvas.width / 2 - 120, canvas.height / 2);
    ctx.font = "25px Arial";
    ctx.fillText("Final Score: " + score, canvas.width / 2 - 85, canvas.height / 2 + 40);
    setTimeout(() => {
        switchSection('gameSection', 'rewardSection');
        notifyParent();
    }, 2500);
}

```

```

function shootBullet(x, y) {
    bullets.push({
        x,
        y,
        speed: 7
    });
}

```



```

function updateBullets() {
  bullets.forEach(b => b.y -= b.speed);
  for (let i = bullets.length - 1; i >= 0; i--) {
    if (bullets[i].y < 0) {
      gameOver = true;
      return;
    }
  }
}

```

```

function updateTargets() {
  targets.forEach(t => t.x += t.speed);
  targets.forEach(t => {
    if (t.x <= t.radius || t.x >= canvas.width - t.radius) {
      t.speed *= -1;
    }
  });
}

```

```

function detectCollisions() {
  for (let bi = bullets.length - 1; bi >= 0; bi--) {
    const b = bullets[bi];
    for (let ti = targets.length - 1; ti >= 0; ti--) {
      const t = targets[ti];
      const dx = b.x - t.x;
      const dy = b.y - t.y;
      const distance = Math.sqrt(dx * dx + dy * dy);
      if (distance < t.radius + 5) {
        bullets.splice(bi, 1);
        targets.splice(ti, 1);
        score++;
      }
    }
  }
}

```

```

        break;
    }
}
}
}

```

```

function spawnTarget() {
    const radius = 20;
    const x = Math.random() * (canvas.width - 2 * radius) + radius;
    const y = Math.random() * 200 + 20;
    const speed = Math.random() > 0.5 ? 2 : -2;
    targets.push({
        x,
        y,
        radius,
        speed
    });
}

```

```

canvas.addEventListener("click", () => {
    if (!gameOver) {
        shootBullet(gun.x, gun.y);
    }
});

```

```

for (let i = 0; i < 5; i++) spawnTarget();
setInterval(() => {
    if (!gameOver) spawnTarget();
}, 3000);

```

```

function gameLoop() {

```

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

    if (gameOver) {
        drawGameOver();
        return;
    }

    drawGun();
    drawBullets();
    drawTargets();
    drawScore();

    updateBullets();
    updateTargets();
    detectCollisions();

    requestAnimationFrame(gameLoop);
}

gameLoop();
}
</script>
</body>
</html>
```