

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

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

  <title>My Empire Game</title>

  <style>

    /* Basic styles */

    body { font-family: Arial, sans-serif; text-align: center; background: #f3f3f3; }

    .container { margin: 20px; }

    .resource, .building { padding: 10px; margin: 10px; background: #e3e3e3; }

    button { padding: 8px 15px; margin-top: 10px; }

  </style>

</head>

<body>

  <div class="container">

    <h1>My Empire Game</h1>

    <div class="resource">

      <h2>Resources</h2>

      <p>Gold: <span id="gold">0</span></p>

      <button onclick="collectGold()">Collect Gold</button>

    </div>

    <div class="building">

      <h2>Buildings</h2>

      <p>Level: <span id="buildingLevel">1</span></p>

      <button onclick="upgradeBuilding()">Upgrade Building (Cost: 10 Gold)</button>

    </div>

  </div>

</div>
```

```
<script>
```

```
let gold = 0;
```

```
let buildingLevel = 1;
```

```
function collectGold() {
```

```
    gold += 1; // Collecting 1 gold per click
```

```
    document.getElementById('gold').innerText = gold;
```

```
}
```

```
function upgradeBuilding() {
```

```
    if (gold >= 10) { // Upgrade cost is 10 gold
```

```
        gold -= 10;
```

```
        buildingLevel += 1;
```

```
        document.getElementById('gold').innerText = gold;
```

```
        document.getElementById('buildingLevel').innerText = buildingLevel;
```

```
    } else {
```

```
        alert("Not enough gold to upgrade!");
```

```
    }
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```