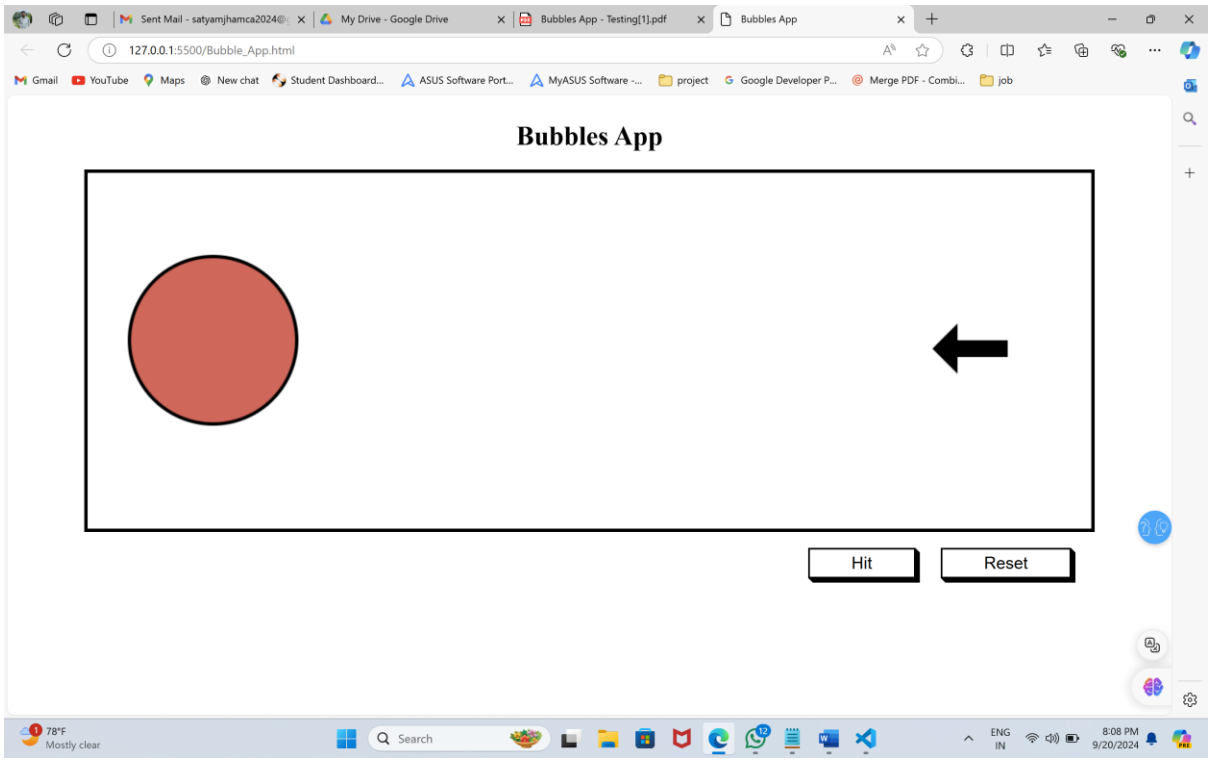
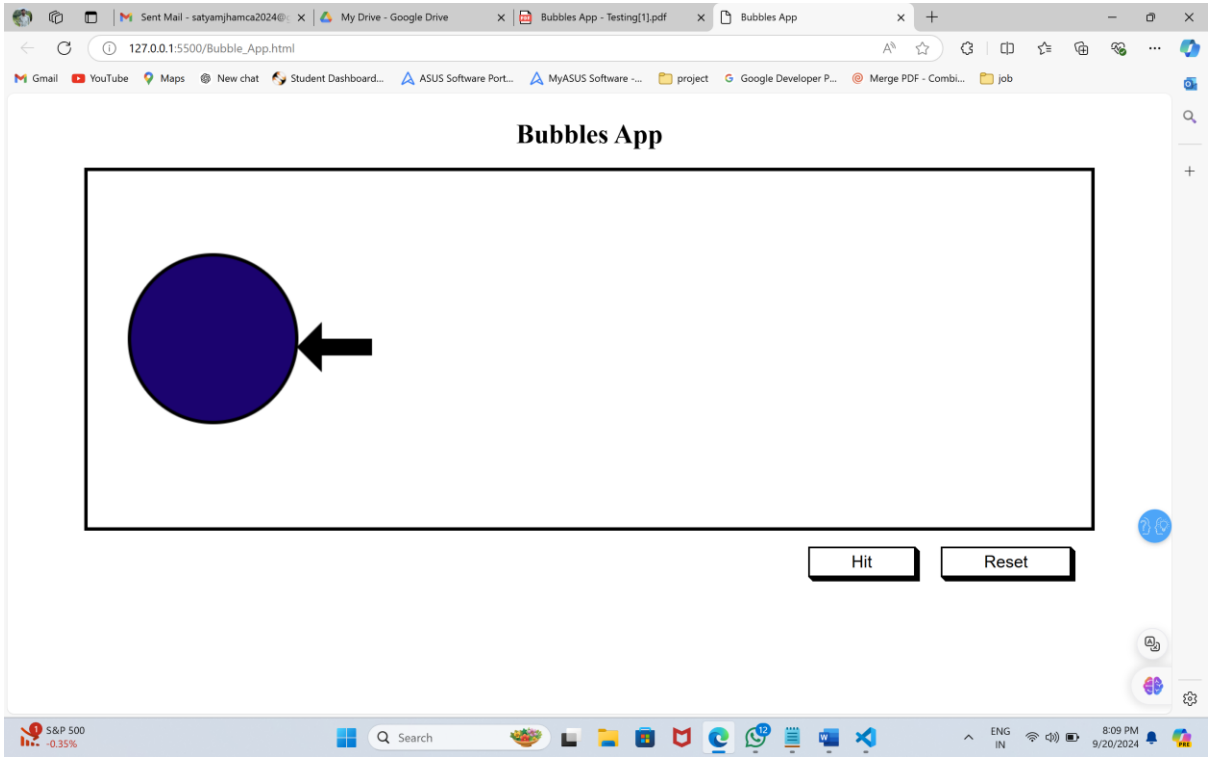
BUBBLE GAME



After clicking Hit Button Arrow hit the circle and color changed.



SOURCE CODE

```
<!DOCTYPE html>
<html>
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Bubbles App</title>
    <style>
        body {
            font: Arial;
            text-align: center;
            margin-top: 30px;
        }
        canvas {
            border: 4px solid;
        }
        button {
            float: right;
            margin-top: 15px;
            margin-right: 30px;
            background-color: white;
            color: black;
            border: 2px solid black;
            padding: 5px 50px;
            box-shadow: 1px 1px 0px 0px, 2px 2px 0px 0px, 3px 3px 0px 0px, 4px 4px 0px 0px, 5px 5px
0px 0px;
            text-align: center;
            font-size: 20px;
            cursor: pointer;
        }
            #resetButton{
                margin-right: 120px;
            }
    </style>
</head>
<body>
    <h1>Bubbles App</h1>
    <canvas id="gameCanvas" width="1200" height="425"></canvas>
    <br>
    <button id="resetButton">Reset</button>
    <button id="hitButton">Hit</button>
    <script>
        const canvas = document.getElementById('gameCanvas');
        const ctx = canvas.getContext('2d');
        let circleX = 150, circleY = 200, circleRadius = 100;
        let arrowX = 1100, arrowY = 200, arrowSpeed = 10;
        let arrowMoving = false;
        function getRandomColor() {
            const letters = '0123456789ABCDEF';
            let color = '#';
            for (let i = 0; i < 6; i++) {
                color += letters[Math.floor(Math.random() * 16)];
            }
```

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            return color;
        }
        let circleColor = getRandomColor();
        function drawGame() {
            ctx.clearRect(0, 0, canvas.width, canvas.height);
            ctx.beginPath();
            ctx.arc(150, 200, 100, 0, 2 * Math.PI);
            ctx.fillStyle = circleColor;
            ctx.lineWidth = 4;
            ctx.strokeStyle = "black";
            ctx.fill();
            ctx.stroke();
            ctx.closePath();
            ctx.beginPath();
            ctx.moveTo(arrowX, arrowY);
            ctx.lineTo(arrowX - 60, arrowY);
            ctx.lineTo(arrowX - 60, arrowY - 20);
            ctx.lineTo(arrowX - 90, arrowY + 10);
            ctx.lineTo(arrowX - 60, arrowY + 40);
            ctx.lineTo(arrowX - 60, arrowY + 20);
            ctx.lineTo(arrowX, arrowY + 20);
            ctx.fillStyle = "black";
            ctx.fill();
            ctx.closePath();
        }
        drawGame();
        function moveArrow() {
            if (arrowMoving) {
                arrowX -= arrowSpeed;
                if (arrowX <= circleX + circleRadius + 95) {
                    arrowMoving = false;
                    circleColor = getRandomColor();
                }
                drawGame();
                requestAnimationFrame(moveArrow);
            }
        }
        document.getElementById('hitButton').onclick = () => {
            if (!arrowMoving) {
                arrowMoving = true;
                moveArrow();
            }
        };
        document.getElementById('resetButton').onclick = function () {
            circleColor = getRandomColor();
            arrowX = 1100;
            arrowMoving = false;
            drawGame();
        };
    </script>
</body>
</html>
```