



File Edit Selection View Go Run ...



EXPLORER

...



GAME-PROJECT

↶ ↷ ⌂ ⌃

JS

> images

↔ index.html

JS script.js

style.css



The screenshot shows a code editor interface with a dark blue theme. The top bar includes standard menu items like File, Edit, Selection, View, Go, Run, and a search bar labeled "game-project". The left sidebar, titled "EXPLORER", lists a project structure: "GAME-PROJECT" containing "images" (background.png, beraad_transparent.png, player.png), "index.html", "script.js", and "style.css". The "index.html" file is currently selected and its content is displayed in the main editor area. The code is as follows:

```
<!DOCTYPE html>
<html lang="ar">
<head>
    <meta charset="UTF-8">
    <title>لعبة ملائكة البزاد</title>
    <link rel="stylesheet" href="style.css">
</head>
<body>
    <div id="coin-counter">0 : ذرايا البزاد</div>
    <div id="game">
        <div id="player"></div>
    </div>
    <script src="script.js"></script>
</body>
</html>
```

The status bar at the bottom right indicates the current file is "index.html", with line 17, column 1, spaces: 4, encoding: UTF-8, and CRLF. It also shows the HTML icon and a port number of 5500.



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EXTENSIONS

Search Extensions in Marketplace

INSTALLED

- Live Preview Hosts a local server in your workspace Microsoft
- Live Server Launch a development local Server Ritwick Dey

RECOMMENDED

- Microsoft Edge Tools ... 4.7M ⭐ 4 Use the Microsoft Edge Tools from Microsoft
- GitHub Copilot Your AI pair programmer GitHub

index.html # style.css JS script.js

```
JS script.js > ...
30
31 function updatePlayer() {
32     player.style.left = playerX + 'px';
33     player.style.bottom = playerY + 'px';
34 }
35
36 function checkCollision() {
37     const coins = document.querySelectorAll('.coin');
38     const playerRect = player.getBoundingClientRect();
39
40     coins.forEach((coin) => {
41         const coinRect = coin.getBoundingClientRect();
42
43         if (
44             playerRect.left < coinRect.right &&
45             playerRect.right > coinRect.left &&
46             playerRect.top < coinRect.bottom &&
47             playerRect.bottom > coinRect.top
48         ) {
49             coin.remove();
50             score++;
51             counter.textContent = `Score: ${score}`;
52             coinSound.play();
53         }
54     });
55 }
56 }
```

Type here to search



