

Ozone Play: Cash Quest

Welcome to the official technical design and quick-reference document for **Ozone Play: Cash Quest**. This application combines real-time simulated geolocation tracking, interactive map viewports, and secure reward collection mechanics under the Oziion artist branding ecosystem.

System Architecture Overview

Engineered as a single-file portable web application, Cash Quest utilizes native HTML5 viewports, responsive flexbox layout grids, and embedded event-driven JavaScript handlers to offer zero-friction play across mobile and desktop environments.

Core Game Specifications

Component	Technology	Functionality
Viewport Map	HTML5 / CSS Grid	Renders animated radar coordinates and tracking nodes.
Player Marker	DOM Absolute Positioning	Responds to click events to simulate movement across the grid.
Cash Beacons	Interactive Elements	Triggers balance increments and mascot validation feedback.
Oziion Mascot	State-managed UI Box	Provides contextual guides and updates to the player.

Portable Deployment Blueprint

To run this application locally or deploy it instantly via modern hosting hooks, ensure your environment supports clean HTML script execution. Below is the bootstrap function structure handling player relocation and reward accumulation:

```
let balance = 0.00; function updateWallet() { document.getElementById('wallet-display').innerText = `Balance: ${balance.toFixed(2)}`; } function collectCash(event, amount, beaconId) { event.stopPropagation(); balance += amount; updateWallet(); const beacon = document.getElementById(beaconId); beacon.style.opacity = '0'; setTimeout(() => beacon.style.display = 'none', 200); }
```

Support & Troubleshooting

If browser security restrictions prevent script evaluation or file downloads locally, utilize online compilation environments like CodePen or Vercel Drop to instantly host and share your active game link.