

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<title>Valentine 💕</title>
```

```
<style>
body {
  margin: 0;
  font-family: Arial, sans-serif;
  background: #ffe6f0;
  text-align: center;
}
```

```
.hidden { display: none; }
```

```
h1, h2 {
  margin-top: 20px;
}
```

```
/* HEART GRID */
.heart {
  display: grid;
  grid-template-columns: repeat(7, 70px);
  gap: 10px;
  justify-content: center;
  margin-top: 40px;
}
```

```
/* EMPTY SPACES */
.empty {
  visibility: hidden;
}
```

```
/* CARDS */
.card {
```

```
width: 70px;
height: 70px;
background: white;
border-radius: 12px;
cursor: pointer;
}
```

```
.card img {
width: 100%;
height: 100%;
border-radius: 12px;
display: none;
}
```

```
/* VALENTINE PAGE */
```

```
#yes, #no {
font-size: 22px;
padding: 12px 28px;
margin: 20px;
position: relative;
}
```

```
canvas {
position: fixed;
top: 0;
left: 0;
pointer-events: none;
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<!-- GAME PAGE -->
```

```
<div id="game">
```

```
<h2>Match all the pairs 💖🌟</h2>
```

```
<div class="heart" id="heart"></div>
</div>
```

```
<!-- VALENTINE PAGE -->
```

```
<div id="valentine" class="hidden">
  <h1>Will you be my Valentine? 💕 </h1>
  <button id="yes">YES</button>
  <button id="no">NO</button>
</div>
```

```
<canvas id="fx"></canvas>
```

```
<script>
```

```
/* IMAGE PAIRS */
```

```
const images = [
  "img1.jpg","img1.jpg",
  "img2.jpg","img2.jpg",
  "img3.jpg","img3.jpg",
  "img4.jpg","img4.jpg",
  "img5.jpg","img5.jpg",
  "img6.jpg","img6.jpg",
  "img7.jpg","img7.jpg",
  "img8.jpg","img8.jpg",
  "img9.jpg","img9.jpg",
  "img10.jpg","img10.jpg"
];
```

```
images.sort(() => Math.random() - 0.5);
```

```
/* HEART SHAPE LAYOUT (20 slots) */
```

```
const layout = [
  0,1,1,0,1,1,0,
  1,1,1,1,1,1,1,
  1,1,1,1,1,1,1,
  0,1,1,1,1,1,0,
  0,0,1,1,1,0,0
```

```

];

const heart = document.getElementById("heart");
let first = null, second = null, matched = 0;
let imgIndex = 0;

/* BUILD GRID */
layout.forEach(slot => {
  if (slot === 0) {
    const empty = document.createElement("div");
    empty.className = "empty";
    heart.appendChild(empty);
  } else {
    const card = document.createElement("div");
    card.className = "card";

    const img = document.createElement("img");
    img.src = images[imgIndex++];

    card.appendChild(img);
    heart.appendChild(card);

    card.onclick = () => flip(card, img);
  }
});

function flip(card, img) {
  if (img.style.display === "block" || second) return;

  img.style.display = "block";

  if (!first) {
    first = img;
  } else {
    second = img;
    setTimeout(checkMatch, 800);
  }
}

```

```
}  
}
```

```
function checkMatch() {  
  if (first.src === second.src) {  
    matched++;  
    if (matched === 10) {  
      document.getElementById("game").classList.add("hidden");  
      document.getElementById("valentine").classList.remove("hidden");  
    }  
  } else {  
    first.style.display = "none";  
    second.style.display = "none";  
  }  
  first = second = null;  
}
```

```
/* NO BUTTON ESCAPES */  
const no = document.getElementById("no");  
no.onmouseover = () => {  
  no.style.left = Math.random()*300 - 150 + "px";  
  no.style.top = Math.random()*200 - 100 + "px";  
};
```

```
/* YES FIREWORKS + HEARTS */  
const canvas = document.getElementById("fx");  
const ctx = canvas.getContext("2d");  
canvas.width = window.innerWidth;  
canvas.height = window.innerHeight;
```

```
document.getElementById("yes").onclick = () => {  
  let particles = [];  
  for (let i = 0; i < 200; i++) {  
    particles.push({  
      x: canvas.width/2,  
      y: canvas.height/2,
```

```
    vx: (Math.random()-0.5)*8,  
    vy: (Math.random()-0.5)*8,  
    life: 100  
  });  
}  
  
function animate() {  
  ctx.clearRect(0,0,canvas.width,canvas.height);  
  particles.forEach(p => {  
    ctx.fillStyle = "pink";  
    ctx.beginPath();  
    ctx.arc(p.x, p.y, 3, 0, Math.PI*2);  
    ctx.fill();  
    p.x += p.vx;  
    p.y += p.vy;  
    p.life--;  
  });  
  particles = particles.filter(p => p.life > 0);  
  if (particles.length) requestAnimationFrame(animate);  
}  
animate();  
};  
</script>  
  
</body>  
</html>
```