

```
<!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? <img alt="pink heart icon" style="vertical-align: middle;"> </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>
```