let level = 1;

let score = 0;

let blocks = [];

const gameArea = document.getElementById('gameArea');

const message = document.getElementById('message');

document.getElementById('startBtn').onclick = startGame;

function startGame() {

score = 0;

level = 1;

nextLevel();

}

function nextLevel() {

message.textContent = '';

document.getElementById('level').textContent = "關卡: " + level;

document.getElementById('score').textContent = "分數: " + score;

gameArea.innerHTML = '';

let gridSize = Math.min(5 + level, 10); // 最大10x10

gameArea.style.gridTemplateColumns = `repeat(${gridSize}, 50px)`;

let totalBlocks = gridSize \* gridSize;

let targetBlocks = Math.min(level + 2, totalBlocks);

blocks = [];

for (let i = 0; i < totalBlocks; i++) {

let div = document.createElement('div');

div.className = 'block';

div.onclick = () => clickBlock(div);

gameArea.appendChild(div);

blocks.push({div: div, target: false, clicked: false});

}

// 隨機選targetBlocks作為目標

let selected = [];

while(selected.length < targetBlocks){

let idx = Math.floor(Math.random()\*totalBlocks);

if(!selected.includes(idx)){

selected.push(idx);

blocks[idx].target = true;

}

}

// 顯示目標短暫提示

blocks.forEach(b => { if(b.target) b.div.style.backgroundColor = '#e74c3c'; });

setTimeout(() => blocks.forEach(b => b.div.style.backgroundColor = '#3498db'), 1000 + level\*200);

}

function clickBlock(block) {

let b = blocks.find(x => x.div === block);

if(b.clicked) return;

b.clicked = true;

if(b.target){

block.style.backgroundColor = '#2ecc71';

score += 10;

} else {

block.style.backgroundColor = '#e67e22';

score -= 5;

}

document.getElementById('score').textContent = "分數: " + score;

if(blocks.filter(x=>x.target && !x.clicked).length === 0){

level++;

if(level > 10){

message.textContent = "遊戲結束！你的總分: " + score;

} else {

setTimeout(nextLevel, 1000);

}

}

}