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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Secret Santa</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      text-align: center;
      margin: 0;
      padding: 0;
      background: #f0f8ff;
    }
    .container {
      margin: 50px auto;
      max-width: 500px;
      padding: 20px;
      background: #fff;
      box-shadow: 0 4px 6px rgba(0, 0, 0, 0.1);
      border-radius: 10px;
    }
    button {
      padding: 10px 20px;
      font-size: 16px;
      background: #007bff;
      color: white;
      border: none;
      border-radius: 5px;
      cursor: pointer;
    }
    button:hover {
      background: #0056b3;
    }
    input {
      margin: 5px 0;
      padding: 8px;
      width: 100%;
      border: 1px solid #ccc;
      border-radius: 5px;
    }
    ul {
      list-style: none;
      padding: 0;
    }
  </style>
</head>
<body>
  <div class="container">
    <h1>Welcome to Secret Santa!</h1>
    <p>Organize your Secret Santa gift exchange easily.</p>
    <button onclick="goToAdminPage()">Start</button>
  </div>

  <script>
    function goToAdminPage() {
      document.body.innerHTML = `

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<div class="container">
  <h2>Enter Players</h2>
  <p>Add the names of all participants:</p>
  <form id="playerForm">
    <input type="text" id="playerInput" placeholder="Enter name" />
    <button type="button" onclick="addPlayer()">Add Player</button>
  </form>
  <ul id="playerList"></ul>
  <button onclick="generateGame()">Generate Game</button>
  <p id="gameLink" style="display:none;"></p>
</div>
`;
}

let players = [];

function addPlayer() {
  const input = document.getElementById('playerInput');
  const name = input.value.trim();

  if (name && !players.includes(name)) {
    players.push(name);
    const playerList = document.getElementById('playerList');
    const listItem = document.createElement('li');
    listItem.textContent = name;
    playerList.appendChild(listItem);
    input.value = '';
  } else {
    alert('Name is empty or already added.');
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  }
}

function generateGame() {
  if (players.length < 2) {
    alert('You need at least 2 players for Secret Santa!');
    return;
  }

  const assignments = shufflePlayers(players);

  // Generate unique game link
  const gameData = JSON.stringify(assignments);
  const gameLink = `${window.location.origin}?game=${btoa(gameData)}`;
  const linkElement = document.getElementById('gameLink');
  linkElement.style.display = 'block';
  linkElement.innerHTML = `Game Link: <a href="${gameLink}"
target="_blank">${gameLink}</a>`;
}

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function shufflePlayers(players) {
  const shuffled = [...players];
  let assignments = {};

  do {
    shuffled.sort(() => Math.random() - 0.5);
  } while (!isValidShuffle(players, shuffled));

  for (let i = 0; i < players.length; i++) {

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        assignments[players[i]] = shuffled[i];
    }

    return assignments;
}

function isValidShuffle(original, shuffled) {
    return original.every((player, i) => player !== shuffled[i]);
}
</script>
</body>
</html>
```