<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Lunch Picker Wheel</title>

<style>

body {

font-family: Arial, sans-serif;

text-align: center;

padding-top: 50px;

}

#wheelCanvas {

margin-top: 20px;

border: 5px solid #333;

border-radius: 50%;

}

button {

margin-top: 30px;

padding: 15px 30px;

font-size: 18px;

cursor: pointer;

}

#result {

font-size: 24px;

margin-top: 20px;

font-weight: bold;

}

</style>

</head>

<body>

<h1>🎯 What's for Lunch?</h1>

<canvas id="wheelCanvas" width="400" height="400"></canvas><br>

<button id="spinButton">Spin the Wheel!</button>

<p id="result"></p>

<script>

const options = ["Lees", "Pizza", "Smalls", "Salad Station", "Zuppardos", "Spudlys", "Manos", "Guillory’s", ”Daisy Dukes”, “Chinese”, “Firehouse”, “sushi”, “The Diner by Dixie”,”World Deli”, “Zeas”, “Acme”,”Parrans”,”LA Purchase”,”Danny & Clyde’s”];

const colors = ["#f4a261", "#e76f51", "#2a9d8f", "#264653", "#e9c46a", "#9d4edd", "#06d6a0", "#118ab2"];

const canvas = document.getElementById("wheelCanvas");

const ctx = canvas.getContext("2d");

const spinButton = document.getElementById("spinButton");

const result = document.getElementById("result");

let startAngle = 0;

const arc = Math.PI \* 2 / options.length;

let isSpinning = false;

function drawWheel() {

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

const angle = startAngle + i \* arc;

ctx.fillStyle = colors[i % colors.length];

ctx.beginPath();

ctx.moveTo(200, 200);

ctx.arc(200, 200, 200, angle, angle + arc);

ctx.lineTo(200, 200);

ctx.fill();

ctx.fillStyle = "white";

ctx.font = "16px Arial";

ctx.save();

ctx.translate(200, 200);

ctx.rotate(angle + arc / 2);

ctx.textAlign = "right";

ctx.fillText(options[i], 180, 10);

ctx.restore();

}

}

drawWheel();

spinButton.addEventListener("click", () => {

if (isSpinning) return;

isSpinning = true;

let rotation = Math.random() \* 360 + 720; // 2+ spins

let duration = 3000;

let start = performance.now();

function animate(now) {

let elapsed = now - start;

let progress = Math.min(elapsed / duration, 1);

let angle = rotation \* easeOut(progress);

startAngle = (angle \* Math.PI / 180) % (2 \* Math.PI);

ctx.clearRect(0, 0, 400, 400);

drawWheel();

if (progress < 1) {

requestAnimationFrame(animate);

} else {

isSpinning = false;

let index = Math.floor(options.length - (startAngle / (2 \* Math.PI)) \* options.length) % options.length;

result.textContent = `🎉 You got: ${options[index]}!`;

}

}

requestAnimationFrame(animate);

});

function easeOut(t) {

return 1 - Math.pow(1 - t, 3);

}

</script>

</body>

</html>