Change 3 â   Accelerated Shooting Stars

Summary:
- Amplified the luminance and trail length of shooting stars for stronger visual energy.
- Extended animation travel so comets sweep entirely across the hero background.
- Adjusted JavaScript spawn timing and paths for faster, more frequent streaks.

Updated Code:
=== assets/css/styles.css â   shooting star block ===

```
.shooting-stars span {
    position: absolute;
    display: block;
    width: 220px;
    height: 3px;
    background: linear-gradient(90deg, rgba(255, 123, 46, 0) 0%, rgba(255, 123, 46, 0.9) 18%, rgba(255, 215, 164, 0.95)
    border-radius: 999px;
    box-shadow: 0 0 24px rgba(255, 215, 164, 0.7), 0 0 42px rgba(46, 230, 213, 0.6);
    transform: rotate(10deg);
    mix-blend-mode: screen;
    animation: shooting 2.75s linear infinite;
}


@keyframes shooting {
    0% { transform: translate3d(-220%, -160%, 0) rotate(10deg); opacity: 0; }
    15% { opacity: 1; }
    60% { opacity: 1; }
    100% { transform: translate3d(240%, 160%, 0) rotate(10deg); opacity: 0; }
}
```

=== assets/js/main.js â   createShootingStars snippet ===

```
        const delay = Math.random() * 5;
        comet.style.top = `${Math.random() * 55}%`;
        comet.style.left = `${Math.random() * 40 - 20}%`;
        comet.style.animationDelay = `${delay}s`;
        comet.style.animationDuration = `${2 + Math.random() * 1.4}s`;
```