let money = 100;

let fields = [

{ crop: null, plantedAt: null },

{ crop: null, plantedAt: null },

{ crop: null, plantedAt: null },

];

function updateUI() {

document.getElementById("money").textContent = money;

document.querySelectorAll(".field").forEach((div, i) => {

const field = fields[i];

if (field.crop) {

const timeSince = (Date.now() - field.plantedAt) / 1000;

if (timeSince >= 10) {

div.textContent = `Récolter ${field.crop}`;

div.style.backgroundColor = "#ffeb99";

} else {

div.textContent = `${field.crop} (${Math.floor(10 - timeSince)}s)`;

div.style.backgroundColor = "#b3d9ff";

}

} else {

div.textContent = "Vide";

div.style.backgroundColor = "#c2f0c2";

}

});

}

function plant(crop) {

const cost = crop === "blé" ? 10 : 15;

if (money < cost) {

alert("Pas assez d'argent !");

return;

}

const emptyField = fields.find(f => f.crop === null);

if (!emptyField) {

alert("Tous les champs sont occupés !");

return;

}

emptyField.crop = crop;

emptyField.plantedAt = Date.now();

money -= cost;

updateUI();

}

document.querySelectorAll(".field").forEach((div) => {

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

const index = parseInt(div.dataset.index);

const field = fields[index];

if (field.crop && (Date.now() - field.plantedAt) / 1000 >= 10) {

const gain = field.crop === "blé" ? 20 : 30;

alert(`Vous avez récolté du ${field.crop} et gagné ${gain} € !`);

money += gain;

fields[index] = { crop: null, plantedAt: null };

updateUI();

}

});

});

setInterval(updateUI, 1000);

updateUI();