

Pickabox.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Pick a Box Game</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      text-align: center;
      background: #f4f4f4;
    }
    h1 {
      margin-top: 30px;
    }
    .boxes {
      display: flex;
      justify-content: center;
      gap: 20px;
      margin-top: 40px;
    }
    .box {
      width: 120px;
      height: 120px;
      background: #222;
      color: white;
      display: flex;
      align-items: center;
      justify-content: center;
      cursor: pointer;
      font-size: 18px;
      border-radius: 10px;
      user-select: none;
    }
    .box.opened {
      background: #2ecc71;
      cursor: default;
    }
    .box.disabled {
      background: #555;
      cursor: not-allowed;
    }
  </style>
</head>
<body>
```

```
<h1>🎮 Pick a Box 🎮</h1>
```

```
<p>Click ONE box to reveal your prize 🎁</p>
```

```
<div class="boxes">
```

```
  <div class="box" data-amount="Ksh 100">BOX A</div>
```

```
  <div class="box" data-amount="Ksh 0">BOX B</div>
```

```
  <div class="box" data-amount="Ksh 50">BOX C</div>
```

```
  <div class="box" data-amount="Ksh 250">BOX D</div>
```

```
</div>
```

```
<script>
```

```
  const boxes = document.querySelectorAll('.box');
```

```
  let opened = false;
```

```
  boxes.forEach(box => {
```

```
    box.addEventListener('click', () => {
```

```
      if (opened) return;
```

```
      opened = true;
```

```
      box.textContent = box.dataset.amount;
```

```
      box.classList.add('opened');
```

```
      boxes.forEach(b => {
```

```
        if (b !== box) b.classList.add('disabled');
```

```
      });
```

```
    });
```

```
  });
```

```
</script>
```

```
</body>
```

```
</html>
```