<div id="drawing-tools">

<button class="tool-btn" data-tool="brush" data-color="#000000">Black</button>

<label for="colorPicker">Color:</label>

<input type="color" id="colorPicker" value="#000000">

<label for="lineWidthSlider">Width:</label>

<input type="range" id="lineWidthSlider" min="1" max="20" value="5">

<span id="lineWidthDisplay">5px</span>

<button id="undoBtn">Undo</button>

</div> <!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Classroom Revision Pictionary 🎨</title>

<link rel="stylesheet" href="style.css">

</head>

<body>

<div id="app">

<section id="lobby-screen" class="screen active">

<h1>Classroom Revision Pictionary</h1>

<div id="auth-area">

<input type="text" id="username-input" placeholder="Enter Username" maxlength="15">

<button id="join-game-btn">Join Game</button>

</div>

<div id="teacher-controls" class="hidden">

<h2>Teacher Control Panel</h2>

<textarea id="prompt-list-input" placeholder="Enter study words/phrases, separated by new lines (e.g., Photosynthesis, Mitochondria)"></textarea>

<button id="start-game-btn">Start Game</button>

<button id="end-game-btn" class="danger-btn">End Game</button>

</div>

</section>

<section id="game-screen" class="screen hidden">

<div id="live-leaderboard">

<h2>Live Scoreboard</h2>

<ul id="leaderboard-list">

</ul>

</div>

<div id="drawing-game-area">

<div id="game-info">

<span id="prompt-display" class="hidden">Draw: <strong id="current-prompt-word"></strong></span>

<span id="game-timer">00:00 (Points: 100)</span>

</div>

<div id="drawing-tools" class="hidden">

<button class="tool-btn" data-tool="brush" data-color="#000000" title="Brush (Black)"></button>

<button class="tool-btn" data-tool="brush" data-color="#ff0000" title="Red"></button>

<button class="tool-btn" data-tool="brush" data-color="#00ff00" title="Green"></button>

<button class="tool-btn" data-tool="brush" data-color="#0000ff" title="Blue"></button>

<button class="tool-btn" data-tool="eraser" title="Eraser"></button>

</div>

<canvas id="drawing-canvas" width="600" height="400"></canvas>

</div>

<div id="attempts-chat-area">

<h2>Guesses</h2>

<ul id="attempts-list">

</ul>

<div id="guess-input-area">

<input type="text" id="guess-input" placeholder="Type your guess here...">

<button id="submit-guess-btn">Guess</button>

</div>

</div>

</section>

<section id="game-end-screen" class="screen hidden">

<h2>Game Over! 🏆</h2>

<div id="final-scores">

</div>

<button id="return-to-lobby-btn">New Game / Lobby</button>

</section>

<div id="message-overlay" class="hidden">

<h1 id="overlay-text"></h1>

</div>

</div>

<script src="https://www.gstatic.com/firebasejs/9.6.1/firebase-app-compat.js"></script>

<script src="https://www.gstatic.com/firebasejs/9.6.1/firebase-firestore-compat.js"></script>

<script src="https://www.gstatic.com/firebasejs/9.6.1/firebase-analytics-compat.js"></script>

<script src="script.js"></script>

</body>

</html>