<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<meta name="description" content="Global Ideology - A strategy game where you achieve world domination by spreading your ideology">

<title>Global Ideology - World Domination Strategy Game</title>

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

<link rel="preconnect" href="https://fonts.googleapis.com">

<link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>

<link href="https://fonts.googleapis.com/css2?family=Roboto:wght@400;700&display=swap" rel="stylesheet">

</head>

<body>

<noscript>

<div class="no-script-warning">

<h2>JavaScript Required</h2>

<p>Global Ideology requires JavaScript to function properly. Please enable JavaScript in your browser settings to play the game.</p>

</div>

</noscript>

<main id="game-container" class="crt-screen" role="main">

<div class="scanline" aria-hidden="true"></div>

<div class="vignette" aria-hidden="true"></div>

<!-- Loading Screen -->

<section id="loading-screen" class="screen active-screen" aria-label="Loading screen">

<h1>Loading Global Ideology...</h1>

<div id="loadingBar" role="progressbar" aria-valuenow="0" aria-valuemin="0" aria-valuemax="100">

<div id="loadingProgress"></div>

</div>

<p class="loading-status" aria-live="polite">Initializing game assets...</p>

</section>

<!-- Main Menu -->

<dialog id="main-menu-modal" class="modal" aria-labelledby="main-menu-title">

<article class="modal-content">

<h1 id="main-menu-title" class="modal-title">Global Ideology</h1>

<p>Achieve world domination by spreading your ideology and gaining 100% influence over all countries.</p>

<menu class="modal-buttons">

<li><button id="modal-start-btn" class="menu-btn">Start New Game</button></li>

<li><button id="modal-continue-btn" class="menu-btn" disabled>Continue Game</button></li>

<li><button id="add-munee-btn" class="menu-btn test-btn">Add Munee (Test)</button></li>

</menu>

</article>

</dialog>

<!-- Tutorial Modal -->

<dialog id="tutorial-modal" class="modal" aria-labelledby="tutorial-title">

<article class="modal-content">

<button class="close-btn" id="tutorial-close-btn" aria-label="Close tutorial">&times;</button>

<h2 id="tutorial-title" class="modal-title">Tutorial</h2>

<div id="tutorial-content">

<p id="tutorial-description"></p>

</div>

<menu class="tutorial-buttons">

<li><button id="tutorial-back-btn" class="modal-btn">Back</button></li>

<li><button id="tutorial-next-btn" class="modal-btn">Next</button></li>

</menu>

<div id="tutorial-options">

<label for="dont-show-again-checkbox">

<input type="checkbox" id="dont-show-again-checkbox"> Don't show again

</label>

</div>

</article>

</dialog>

<!-- Country Selection Screen -->

<section id="country-selection-screen" class="screen" aria-labelledby="country-selection-title" hidden>

<h2 id="country-selection-title" class="screen-title">Select Your Starting Country</h2>

<div id="selection-grid" role="grid" aria-label="Country selection options"></div>

</section>

<!-- Main Game Screen -->

<section id="main-game-screen" class="screen" aria-label="Main game area" hidden>

<header>

<div class="status-box" aria-labelledby="player-ip-label">

<h3 id="player-ip-label">Player IP: <span id="player-ip-count">0</span></h3>

<h3>Player Munee (Ξ): <span id="player-munee-count">0</span></h3>

</div>

<div class="status-box" aria-labelledby="ai-ip-label">

<h3 id="ai-ip-label">AI IP: <span id="ai-ip-count">0</span></h3>

</div>

</header>

<nav id="game-controls" aria-label="Game controls">

<button id="pause-btn" class="control-btn speed-btn" aria-pressed="false">Pause</button>

<button id="play-btn" class="control-btn speed-btn" aria-pressed="true">Play</button>

<button id="ffwd-btn" class="control-btn speed-btn" aria-pressed="false">Fast Forward</button>

<button id="upgrade-btn" class="control-btn">Upgrades</button>

<button id="shop-btn" class="control-btn">Shop</button>

</nav>

<div id="main-content">

<section id="country-grid-container" aria-labelledby="country-grid-title">

<h3 id="country-grid-title" class="visually-hidden">World Map</h3>

<div id="country-grid" role="grid" aria-label="Countries"></div>

</section>

<aside id="game-log" aria-labelledby="game-log-title">

<h3 id="game-log-title">Game Log</h3>

<ul id="game-log-list" aria-live="polite"></ul>

<div class="save-options">

<label for="autosave-checkbox">Autosave</label>

<input type="checkbox" id="autosave-checkbox" checked>

<button id="save-game-btn" class="control-btn">Save Game</button>

</div>

</aside>

</div>

<!-- Country Modal -->

<dialog id="country-modal" class="modal" aria-labelledby="country-name">

<article class="modal-content">

<button class="close-btn" aria-label="Close country details">&times;</button>

<div id="modal-player-ip-container">

<h3>Player IP: <span id="modal-player-ip">0</span></h3>

</div>

<h2 id="country-name" class="modal-title"></h2>

<p id="country-description"></p>

<dl class="country-stats">

<dt>Military:</dt>

<dd id="stat-military" aria-live="polite">0</dd>

<dt>Economic:</dt>

<dd id="stat-economic" aria-live="polite">0</dd>

<dt>Diplomatic:</dt>

<dd id="stat-diplomatic" aria-live="polite">0</dd>

<dt>Ideological:</dt>

<dd id="stat-ideological" aria-live="polite">0</dd>

</dl>

<form id="country-actions-container">

<label for="ip-amount">Influence IP:</label>

<input type="number" id="ip-amount" value="40" min="40" aria-describedby="ip-amount-help">

<small id="ip-amount-help">Minimum 40 IP required</small>

<fieldset id="action-buttons">

<legend>Action Type</legend>

<button data-type="military" type="button">Military</button>

<button data-type="economic" type="button">Economic</button>

<button data-type="diplomatic" type="button">Diplomatic</button>

<button data-type="ideological" type="button">Ideological</button>

</fieldset>

</form>

<button id="upgrade-country-btn" class="modal-btn">Upgrade Country</button>

</article>

</dialog>

<!-- Upgrade Modal -->

<dialog id="upgrade-modal" class="modal" aria-labelledby="upgrade-modal-title">

<article class="modal-content">

<button class="close-btn" aria-label="Close upgrades">&times;</button>

<h2 id="upgrade-modal-title" class="modal-title">Upgrades</h2>

<div id="upgrade-tree-container" role="tree" aria-label="Upgrade tree"></div>

</article>

</dialog>

<!-- Shop Modal -->

<dialog id="shop-modal" class="modal" aria-labelledby="shop-modal-title">

<article class="modal-content">

<button class="close-btn" aria-label="Close shop">&times;</button>

<h2 id="shop-modal-title" class="modal-title">Shop</h2>

<nav id="shopTabs" role="tablist" aria-label="Shop categories">

<button role="tab" aria-selected="true" aria-controls="unlockables-tab">Unlockables</button>

<button role="tab" aria-selected="false" aria-controls="boosts-tab">Boosts</button>

</nav>

<div id="shop-container">

<section id="unlockables-tab" role="tabpanel" aria-labelledby="unlockables-heading">

<h3 id="unlockables-heading" class="visually-hidden">Unlockables</h3>

<!-- Unlockables content will be inserted here -->

</section>

<section id="boosts-tab" role="tabpanel" aria-labelledby="boosts-heading" hidden>

<h3 id="boosts-heading" class="visually-hidden">Boosts</h3>

<!-- Boosts content will be inserted here -->

</section>

</div>

</article>

</dialog>

<!-- Daily Bonus Modal -->

<dialog id="daily-bonus-modal" class="modal" aria-labelledby="bonus-title">

<article class="modal-content">

<button class="close-btn" id="bonus-modal-close-btn" aria-label="Close daily bonus">&times;</button>

<h2 id="bonus-title" class="modal-title">Daily Bonus</h2>

<p id="bonus-message"></p>

<p id="bonus-description"></p>

</article>

</dialog>

</section>

</main>

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

</body>

</html>