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<!DOCTYPE html>
<html lang="zh-TW">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>生日特製：命運賽道挑戰</title>
    <style>
        /* 科技感綠色主題設計 */
        :root {
            --primary-green: #00ff41;
            --dark-bg: #0a0a0a;
            --card-bg: #1a1a1a;
            --text-color: #e0e0e0;
        }

        body {
            background-color: var(--dark-bg);
            color: var(--text-color);
            font-family: 'Segoe UI', 'Microsoft JhengHei', sans-serif;
            display: flex;
            justify-content: center;
            align-items: center;
            min-height: 100vh;
            margin: 0;
            overflow-x: hidden;
        }

        #game-container {
            width: 90%;
            max-width: 600px;
            background: var(--card-bg);
            padding: 2rem;
            border-radius: 15px;
            border: 1px solid var(--primary-green);
            box-shadow: 0 0 20px rgba(0, 255, 65, 0.2);
            text-align: center;
            position: relative;
        }

        /* 科技感標題 */
        h1 {
            color: var(--primary-green);
            letter-spacing: 2px;
            text-shadow: 0 0 10px rgba(0, 255, 65, 0.5);
            margin-bottom: 1.5rem;
        }

        .question-text {
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font-size: 1.2rem;
margin-bottom: 2rem;
line-height: 1.6;
}

.options-container {
  display: grid;
  gap: 1rem;
}

button {
  background: transparent;
  color: var(--text-color);
  border: 1px solid var(--primary-green);
  padding: 1rem;
  font-size: 1rem;
  cursor: pointer;
  transition: all 0.3s;
  border-radius: 5px;
  position: relative;
  overflow: hidden;
}

button:hover {
  background: rgba(0, 255, 65, 0.1);
  box-shadow: 0 0 15px rgba(0, 255, 65, 0.4);
  transform: translateY(-2px);
}

/* 隱藏區塊 */
.hidden { display: none; }

/* 結局樣式 */
#result-screen h2 {
  color: var(--primary-green);
  font-size: 1.8rem;
}

.card-content {
  background: rgba(255, 255, 255, 0.05);
  padding: 1.5rem;
  border-radius: 10px;
  margin-top: 2rem;
  border-left: 4px solid var(--primary-green);
  text-align: left;
  line-height: 1.8;
}
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/* 進度條 */
.progress {
    font-size: 0.8rem;
    color: #666;
    margin-top: 1rem;
}
</style>
</head>
<body>

<div id="game-container">
    <div id="game-content">
        </div>
    </div>
</div>

<script>
// 遊戲狀態儲存
let currentStep = 'start';
let track = ""; // 選擇的賽道
let scores = { quiet: 0, active: 0, heal: 0, lively: 0 };

const content = {
    start: {
        title: "SYSTEM START",
        text: "如果今天沒有任何限制，你會選擇先踏上的一條賽道是？",
        options: [
            { text: "🏃 運動賽道", next: 'sport_2', track: 'sport' },
            { text: "🥤 飲料賽道", next: 'drink_2', track: 'drink' },
            { text: "🎧 音樂賽道", next: 'music_2', track: 'music' }
        ]
    },
    // 運動賽道
    sport_2: {
        text: "運動對你來說，更像是？",
        options: [
            { text: "🏊 游泳：沉進自己的世界，節奏由自己掌控", next: 'sport_3', score: { quiet: 2 } },
            { text: "🎾 網球：一來一往，有對手才刺激", next: 'sport_3', score: { active: 1, lively: 1 } },
            { text: "🏀 籃球：氣氛很重要，和大家一起燃起來", next: 'sport_3', score: { active: 2 } }
        ]
    },
    sport_3: {
        text: "假設比分不利，你會選擇：",
        options: [
            { text: "冷靜調整節奏", next: 'ladder', score: { quiet: 1 } },
            { text: "想辦法打一個漂亮反擊", next: 'ladder', score: { active: 1 } },
        ]
    }
}

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        { text: "鼓動氣氛、帶動士氣", next: 'ladder', score: { lively: 1 } }
    ],
},
// 飲料賽道
drink_2: {
    text: "你今天想喝這杯飲料的原因是？",
    options: [
        { text: "50嵐 / 八曜：我想要穩定、安全、不踩雷", next: 'drink_3', score: { quiet: 1,
heal: 1 } },
        { text: "一沐日 / 大院子：我想要療癒、被照顧的感覺", next: 'drink_3', score: { heal:
2 } },
        { text: "再睡五分鐘 / 特好喝：我想要有趣、被驚喜到", next: 'drink_3', score: { lively:
2 } }
    ],
},
drink_3: {
    text: "你通常什麼時候最想喝飲料？",
    options: [
        { text: "忙到爆炸的時候", next: 'ladder', score: { heal: 1 } },
        { text: "心情有點低落的時候", next: 'ladder', score: { quiet: 1 } },
        { text: "想犒賞自己的時候", next: 'ladder', score: { lively: 1 } }
    ],
},
// 音樂賽道
music_2: {
    text: "你最常在哪種時候聽音樂？",
    options: [
        { text: "Decajoins / 落日飛車：深夜、發呆", next: 'music_3', score: { quiet: 2 } },
        { text: "草東 / 美秀集團：情緒很滿、需要宣洩", next: 'music_3', score: { active: 2 } },
        { text: "椅子樂團 / 楊世暄：日常背景、陪伴感", next: 'music_3', score: { heal: 2 } }
    ],
},
music_3: {
    text: "如果只能留下一首歌，你希望它是？",
    options: [
        { text: "會讓我冷靜下來的", next: 'ladder', score: { quiet: 1 } },
        { text: "會讓我被理解的", next: 'ladder', score: { heal: 1 } },
        { text: "會讓我想笑的", next: 'ladder', score: { lively: 1 } }
    ],
},
// 爬梯子關卡
ladder: {
    title: "命運梯子 DESTINY LADDER",
    text: "你一路走到這裡，其實每一個選擇都在悄悄決定你會走向哪一種結局。<br><br>請按下同步按鈕，生成最終生日報告。",
    options: [
        { text: "⚡ 同步命運數據 ⚡", next: 'result' }
    ]
}
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        }
    };

function renderStep(stepKey) {
    const stepData = content[stepKey];
    const container = document.getElementById('game-content');

    let html = `
        <h1>${stepData.title || 'LEVEL'}</h1>
        <p class="question-text">${stepData.text}</p>
        <div class="options-container">
    `;

    stepData.options.forEach(opt => {
        html += `<button onclick="handleChoice('${opt.next}', '${opt.track || ''}', ${JSON.stringify(opt.score || {})}">${opt.text}</button>`;
    });

    html += `</div>`;
    container.innerHTML = html;
}

window.handleChoice = function(nextStep, selectedTrack, score) {
    if(selectedTrack) track = selectedTrack;

    // 累積分數
    for (let key in score) {
        scores[key] += score[key];
    }

    if(nextStep === 'result') {
        showResult();
    } else {
        renderStep(nextStep);
    }
};

function showResult() {
    const container = document.getElementById('game-content');
    let resultTitle = "";
    let resultContent = "";

    // 簡單邏輯判定結局
    if (scores.quiet >= 3) {
        resultTitle = "🎂 安靜陪伴型生日";
        resultContent = "生日快樂！你是個內心細膩的人。我們為你準備了一個只屬於你的安靜時刻，沒有喧囂，只有最懂你的陪伴。";
    } else if (scores.lively >= 2 && scores.active >= 1) {

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resultTitle = "🎉 熱鬧驚喜型生日";
resultContent = "驚喜預警！你以為今天很普通嗎？其實大家早就佈好局了，準備好
迎接這份熱情了嗎？";
} else if (scores.heal >= 2) {
    resultTitle = "🥤 被照顧型生日";
    resultContent = "親愛的，今天你不需要努力。因為有人想好好照顧你，把所有的甜度
都加給你！";
} else if (track === 'music') {
    resultTitle = "🎧 懂你的人型生日";
    resultContent = "有些人，也許不常聯絡，但一直聽著你在聽的歌。這張卡片代表我們
一直都在。";
} else if (track === 'sport') {
    resultTitle = "🏃 一起前進型生日";
    resultContent = "人生就像賽道，感謝你一直這麼努力。今年我們不只想祝你生日快樂
，更想陪你一起跑下去。";
} else {
    resultTitle = "✉️ 專屬你型生日";
    resultContent = "這是一個隱藏結局。因為你的獨特性，我們準備了這份最專屬的祝福
，只有你能開啟。";
}

container.innerHTML = `
<h1>MISSION COMPLETE</h1>
<div id="result-screen">
    <h2>${resultTitle}</h2>
    <div class="card-content">
        ${resultContent}
        <br><br>
        <strong>Happy Birthday! 🎉</strong>
    </div>
</div>
<button onclick="location.reload()" style="margin-top:2rem">重新開始</button>
`;
}

// 初始化第一關
renderStep('start');

</script>

</body>
</html>

```