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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>

<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 } }
      ]
    },
    // 飲料賽道
    drink_2: {
      text: "你選擇了哪一種飲料？",
      options: [
        { text: "🥤 可樂：爽，就是爽", next: 'drink_3', score: { quiet: 1 } },
        { text: "🍹 果汁：健康，就是健康", next: 'drink_3', score: { active: 1 } }
      ]
    },
    // 音樂賽道
    music_2: {
      text: "你選擇了哪一種音樂？",
      options: [
        { text: "🎵 流行：聽起來好聽，就是好聽", next: 'music_3', score: { quiet: 1 } },
        { text: "🎸 搖滾：聽起來有勁，就是有勁", next: 'music_3', score: { active: 1 } }
      ]
    },
    // 假設比分不利
    ladder: {
      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。";
  }
}

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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>
`;
}

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// 初始化第一關
renderStep('start');

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</script>

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</body>
</html>

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