```
<!DOCTYPE html>
<html lang="ar">
<head>
    <meta charset="UTF-8">
    <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
    <title>عجلة الحظ - خارطة</title>
    <script src="https://telegram.org/js/
telegram-web-app.js"></script>
    <style>
        body { background: #1a1a1a; color:
white; text-align: center; font-family: sans-
serif; overflow: hidden; }
        .wheel-container { position: relative;
width: 300px; height: 300px; margin: 50px
auto; }
        canvas { width: 100%; height: 100%;
border-radius: 50%; border: 5px solid
```

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#ffd700; box-shadow: 0 0 20px #ffd700; }
        .pointer { position: absolute; top:
-10px; left: 50%; transform:
translateX(-50%); width: 30px; z-index:
10; }
        button { background: #ffd700;
border: none; padding: 15px 30px; font-
size: 18px; font-weight: bold; border-
radius: 10px; cursor: pointer; margin-top:
20px; }
        button:disabled { background: #555; }
    </style>
</head>
<body>
    <h2>🎡 جرب حظك مع خارطة</h2>
    <div class="wheel-container">
        <div class="pointer">▼</div>
        <canvas id="wheel" width="400"
height="400"></canvas>
    </div>
    <button id="spinBtn">لف العجلة!</
```

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button>

    <script>
        const tg = window.Telegram.WebApp;
        tg.expand(); // توسيع الواجهة لتملأ الشاشة

        const canvas =
document.getElementById('wheel');
        const ctx = canvas.getContext('2d');
        const spinBtn =
document.getElementById('spinBtn');

        const prizes = [
            { label: "0", color: "#444" },
            { label: "5,000", color: "#e67e22" },
            { label: "0", color: "#444" },
            { label: "10,000", color: "#27ae60" },
            { label: "0", color: "#444" },
            { label: "50,000", color: "#f1c40f" }
        ];
```

```
        const numPrizes = prizes.length;
        const arc = 2 * Math.PI / numPrizes;
        let angle = 0;

        function drawWheel() {
            prizes.forEach((prize, i) => {
                ctx.beginPath();
                ctx.fillStyle = prize.color;
                ctx.moveTo(200, 200);
                ctx.arc(200, 200, 200, i * arc, (i +
1) * arc);
                ctx.fill();
                ctx.save();
                ctx.translate(200 + Math.cos(i *
arc + arc / 2) * 150, 200 + Math.sin(i * arc
+ arc / 2) * 150);
                ctx.rotate(i * arc + arc / 2 +
Math.PI / 2);
                ctx.fillStyle = "white";
                ctx.font = "bold 20px Arial";
                ctx.fillText(prize.label, -20, 0);
```

```
            ctx.restore();
        });
    }

    function spin() {
        spinBtn.disabled = true;
        const extraSpins =
Math.floor(Math.random() * 5) + 5;
        const stopAngle = Math.random() *
(2 * Math.PI);
        const totalRotation = extraSpins *
2 * Math.PI + stopAngle;

        let currentRotation = 0;
        const duration = 4000;
        const start = performance.now();

        function animate(now) {
            const elapsed = now - start;
            const progress =
Math.min(elapsed / duration, 1);
```

```
            const easeOut = 1 - Math.pow(1 -
progress, 3);

            angle = totalRotation * easeOut;
            ctx.clearRect(0,0,400,400);
            ctx.save();
            ctx.translate(200,200);
            ctx.rotate(angle);
            ctx.translate(-200,-200);
            drawWheel();
            ctx.restore();

            if (progress < 1) {

requestAnimationFrame(animate);
            } else {
                const finalAngle = angle % (2 *
Math.PI);
                const prizeIndex =
Math.floor((2 * Math.PI - finalAngle) / arc)
% numPrizes;
```

```
                const result =
prizes[prizeIndex].label;

                setTimeout(() => {
// إرسال النتيجة للبوت وإغلاق
الواجهة
                    tg.sendData(result);
                }, 1000);
            }
        }
        requestAnimationFrame(animate);
    }

    drawWheel();
    spinBtn.onclick = spin;
  </script>
</body>
</html>
```