ROLE: Replit Autopilot

TASK: Replace & add the following files so the Father’s‑Day‑Arcade opens with the animated card, then routes to the 4‑tile mini‑game dashboard.

📁 public/

│ ├─ index.html ← REPLACE with dashboard.html below

│ ├─ card.html ← NEW (animated greeting card)

│ ├─ MY\_CARD.json ← (drop your exported Lottie JSON here)

│ └─ style.css ← REPLACE with updated global styles

│

📁 public/games/

│ ├─ emoji-match.html ← REPLACE

│ ├─ emoji-memory.html ← REPLACE

│ ├─ trivia.html ← REPLACE (Supabase‑ready)

│ └─ catch-ball.html ← REPLACE

│

📁 src/

│ ├─ common.js ← NEW (helpers: getDadName, setDadName)

│ ├─ emoji-match.js ← REPLACE

│ ├─ emoji-memory.js ← REPLACE

│ ├─ trivia.js ← REPLACE (pulls `random\_trivia()`)

│ └─ catch-ball.js ← REPLACE

│

netlify.toml ← REPLACE (redirect / → /card.html)

### FILE CONTENTS

--- public/card.html ---

<!-- TODO: paste content from canvas -->

--- public/index.html ---

<!-- TODO: paste dashboard content -->

--- public/style.css ---

/\* TODO: paste updated styles \*/

--- src/common.js ---

// helper utils (see canvas)

[repeat for each file]

### EXTRA STEPS

1. Upload your personalised Lottie JSON as \*\*/public/MY\_CARD.json\*\*.

2. In Supabase SQL editor run the snippet from `trivia.sql` to create `trivia\_questions` + function.

3. Deploy Edge Function `update-trivia.ts`, schedule every 8 h.

4. Add SUPABASE\_URL & SUPABASE\_ANON\_KEY to Replit Secrets.

5. Click \*\*Run\*\* → confirm `/card.html` loads first, press \*\*“Open Gift Arcade”\*\* → games work.

6. Push to GitHub, connect Netlify → publish.