<!DOCTYPE html>

<html lang="es">

<head>

  <meta charset="UTF-8" />

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

  <title>Aventura en la Laguna</title>

  <style>

    html, body {

      margin: 0;

      padding: 0;

      height: 100%;

    }

    body {

      font-family: Arial, sans-serif;

      text-align: center;

      background-image: url('background.png');

      background-size: cover;

      background-position: center center;

      background-repeat: no-repeat;

      background-color: black;

      color: white;

      position: relative;

      transition: background-image 0.5s ease-in-out;

    }

    .character-selection {

      display: block;

    }

    .character {

      display: inline-block;

      margin: 20px;

      cursor: pointer;

    }

    .character img {

      width: 150px;

    }

    .status-button {

      display: none;

      position: absolute;

      bottom: 50px;

      left: 20px;

      padding: 10px 20px;

      font-size: 18px;

      border: none;

      border-radius: 10px;

      background-color: #0073e6;

      color: white;

      cursor: pointer;

    }

    .status-image {

      display: none;

      position: absolute;

      top: 50%;

      left: 50%;

      transform: translate(-50%, -50%);

      width: 80vw;

      max-width: 500px;

      min-width: 200px;

    }

    .options {

      position: absolute;

      bottom: 150px;

      left: 50%;

      transform: translateX(-50%);

      background-color: rgba(255, 255, 255, 0.9);

      padding: 15px;

      border-radius: 10px;

      display: none;

      color: black;

    }

    .options button {

      display: block;

      width: 90%;

      max-width: 200px;

      margin: 10px auto;

      font-size: 1.2rem;

    }

    .doubt-image,

    .selfie-image,

    .swim-warning-image,

    .sick-image {

      display: none;

      position: absolute;

      top: 50%;

      left: 50%;

      transform: translate(-50%, -50%);

      width: 80vw;

      max-width: 500px;

      min-width: 200px;

      z-index: 10;

    }

    .decision-sign,

    .swim-warning-text {

      display: none;

      position: absolute;

      bottom: 100px;

      left: 50%;

      transform: translateX(-50%);

      background-color: rgba(255, 0, 0, 0.85);

      padding: 15px;

      border-radius: 10px;

      text-align: center;

      color: white;

      font-size: 20px;

      max-width: 90%;

      z-index: 10;

    }

    .back-button {

      position: fixed;

      bottom: 20px;

      right: 20px;

      padding: 10px 20px;

      font-size: 18px;

      border: none;

      border-radius: 10px;

      background-color: #ff914d;

      color: white;

      cursor: pointer;

      display: none;

      z-index: 10;

    }

    .warning-message {

      display: none;

      position: absolute;

      bottom: 20px;

      left: 50%;

      transform: translateX(-50%);

      background-color: rgba(255, 0, 0, 0.9);

      color: white;

      padding: 15px;

      border-radius: 10px;

      font-size: 18px;

      max-width: 90%;

      z-index: 10;

    }

    #happySign {

      display: none;

      position: absolute;

      bottom: 80px;

      left: 50%;

      transform: translateX(-50%);

      background-color: rgba(0, 128, 0, 0.85);

      padding: 15px 30px;

      border-radius: 15px;

      font-size: 22px;

      color: white;

      z-index: 15;

      cursor: pointer;

    }

  </style>

</head>

<body>

  <h1 id="gameTitle">¡Bienvenido a la Aventura en la Laguna!</h1>

  <h2 id="characterSelection">Elige tu personaje</h2>

  <div class="character-selection">

    <div class="character" onclick="playSound('gatitoSound'); startGame('gatito')" tabindex="0" onkeydown="if(event.key === 'Enter') { playSound('gatitoSound'); startGame('gatito'); }" role="button" aria-label="Seleccionar Gatito">

      <img src="gatito.png" alt="Gatito" />

      <p>Gatito</p>

    </div>

    <div class="character" onclick="playSound('perritoSound');startGame('perrito')" tabindex="0" onkeydown="if(event.key === 'Enter') startGame('perrito')" role="button" aria-label="Seleccionar Perrito">

      <img src="perrito.png" alt="Perrito" />

      <p>Perrito</p>

    </div>

  </div>

  <button class="status-button" id="statusButton" onclick="showRandomLagoonStatus()" tabindex="0" onkeydown="if(event.key === 'Enter') showRandomLagoonStatus()" role="button" aria-label="Ver estado de la laguna">🌊 ESTADO DE LA LAGUNA</button>

  <img id="lagoonImage" class="status-image" src="" alt="Estado de la Laguna" onclick="hideLagoonStatus()" tabindex="0" onkeydown="if(event.key === 'Enter') hideLagoonStatus()" role="button" aria-label="Ocultar estado de la laguna" />

  <div class="options" id="optionsSign">

    <p>¿Qué quieres hacer?</p>

    <button onclick="chooseAction('Pescar')" tabindex="0" onkeydown="if(event.key === 'Enter') chooseAction('Pescar')" role="button" aria-label="Pescar">🎣 Pescar</button>

    <button onclick="chooseAction('Nadar')" tabindex="0" onkeydown="if(event.key === 'Enter') chooseAction('Nadar')" role="button" aria-label="Nadar">🏊 Nadar</button>

    <button onclick="chooseAction('Tomar agua')" tabindex="0" onkeydown="if(event.key === 'Enter') chooseAction('Tomar agua')" role="button" aria-label="Tomar agua">💧 Tomar agua</button>

    <button onclick="chooseAction('Sacarse una selfie')" tabindex="0" onkeydown="if(event.key === 'Enter') chooseAction('Sacarse una selfie')" role="button" aria-label="Sacarse una selfie">📸 Sacarse una selfie</button>

  </div>

  <img id="doubtImage" class="doubt-image" src="" alt="Duda del personaje" />

  <img id="selfieImage" class="selfie-image" src="" alt="Selfie" onclick="hideSelfie()" tabindex="0" onkeydown="if(event.key === 'Enter') hideSelfie()" role="button" aria-label="Ocultar selfie" />

  <img id="swimWarningImage" class="swim-warning-image" src="" alt="Advertencia de nado" onclick="hideSwimWarning()" tabindex="0" onkeydown="if(event.key === 'Enter') hideSwimWarning()" role="button" aria-label="Ocultar advertencia de nado" />

  <img id="sickImage" class="sick-image" src="" alt="Personaje enfermo" onclick="hideSickImage()" tabindex="0" onkeydown="if(event.key === 'Enter') hideSickImage()" role="button" aria-label="Ocultar imagen de enfermedad" />

  <div id="decisionSign" class="decision-sign">

    <p>¿Lo como o no lo como?</p>

    <button onclick="eatFish()" tabindex="0" onkeydown="if(event.key === 'Enter') eatFish()" role="button" aria-label="Comer el pescado">Lo como</button>

    <button onclick="hideDecision()" tabindex="0" onkeydown="if(event.key === 'Enter') hideDecision()" role="button" aria-label="No comer el pescado">No lo como</button>

  </div>

  <div id="swimWarningText" class="swim-warning-text" onclick="hideSwimWarning()" tabindex="0" onkeydown="if(event.key === 'Enter') hideSwimWarning()" role="button" aria-label="Ocultar advertencia de nado">

    NADAR EN UNA LAGUNA CON FLORACIÓN SIN RESPETAR EL CIANOSEMAFORO PUEDE CAUSAR DERMATITIS SEVERA Y MALESTAR GENERAL.

  </div>

  <div id="warningMessage" class="warning-message">

    CUANDO EL CIANOSEMAFORO ESTÁ ROJO, ES PELIGROSO CONSUMIR RECURSOS DE LA LAGUNA.

  </div>

  <div id="happySign" onclick="hideHappySign()" tabindex="0" onkeydown="if(event.key === 'Enter') hideHappySign()" role="button" aria-label="Ocultar mensaje de felicidad">

    <p id="happyText"></p>

  </div>

  <button class="back-button" id="backButton" onclick="resetGame()" tabindex="0" onkeydown="if(event.key === 'Enter') resetGame()" role="button" aria-label="Volver al menú">🔙 Volver al menú</button>

  <!-- Audio elements for sound effects and background music -->

  <audio id="backgroundMusic" src="forest.wav" loop preload="auto"></audio>

  <audio id="gatitoSound" src="miau.wav"></audio>

  <audio id="perritoSound" src="guaf.wav"></audio>

  <audio id="splashSound" src="splash.mp3"></audio>

  <audio id="cameraSound" src="camera.mp3"></audio>

  <audio id="gulpSound" src="gulp.mp3"></audio>

  <audio id="coughSound" src="cough.mp3"></audio>

  <audio id="ghostSound" src="ghost.mp3"></audio>

  <audio id="dingSound" src="ding.mp3"></audio>

  <script>

    let selectedCharacter = "";

    let lagoonStatus = "";

    let dockBackground = "";

    // Play background music when the page loads

    window.onload = function() {

      playSound('backgroundMusic');

    };

    function loadImage(src, altSrc) {

      return new Promise((resolve, reject) => {

        const img = new Image();

        img.src = src;

        img.onload = () => resolve(src);

        img.onerror = () => resolve(altSrc || 'fallback.png');

      });

    }

    function playSound(soundId) {

      const sound = document.getElementById(soundId);

      sound.play().catch(() => console.log("Sound playback failed"));

    }

    function stopBackgroundMusic() {

      const backgroundMusic = document.getElementById('backgroundMusic');

      backgroundMusic.pause();

      backgroundMusic.currentTime = 0; // Reset to start

    }

    function startGame(character) {

      selectedCharacter = character;

      stopBackgroundMusic(); // Stop background music when a character is selected

      document.getElementById('gameTitle').style.display = "none";

      document.getElementById('characterSelection').style.display = "none";

      document.querySelector('.character-selection').style.display = "none";

      dockBackground = character === 'gatito' ? "url('muelle\_gatito.png')" : "url('muelle\_perrito.png')";

      document.body.style.backgroundImage = dockBackground;

      document.getElementById('statusButton').style.display = "block";

      document.getElementById('backButton').style.display = "block";

      playSound('clickSound'); // Play sound when starting the game

    }

    async function showRandomLagoonStatus() {

      const images = ["rojo.png", "amarillo.png", "verde.png"];

      lagoonStatus = images[Math.floor(Math.random() \* images.length)];

      const validSrc = await loadImage(lagoonStatus, 'fallback.png');

      document.getElementById('lagoonImage').src = validSrc;

      document.getElementById('lagoonImage').style.display = "block";

      document.getElementById('statusButton').style.display = "none";

      playSound('clickSound'); // Play sound when showing lagoon status

    }

    function hideLagoonStatus() {

      document.getElementById('lagoonImage').style.display = "none";

      document.getElementById('optionsSign').style.display = "block";

      playSound('clickSound'); // Play sound when hiding lagoon status

    }

    function hideSelfie() {

      document.getElementById('selfieImage').style.display = "none";

      document.getElementById('optionsSign').style.display = "block";

      playSound('clickSound'); // Play sound when hiding selfie

    }

    function hideSwimWarning() {

      document.getElementById('swimWarningImage').style.display = "none";

      document.getElementById('swimWarningText').style.display = "none";

      document.getElementById('optionsSign').style.display = "block";

      playSound('clickSound'); // Play sound when hiding swim warning

    }

    function hideHappySign() {

      document.getElementById('happySign').style.display = "none";

      document.getElementById('optionsSign').style.display = "block";

      playSound('clickSound'); // Play sound when hiding happy sign

    }

    function hideSickImage() {

      document.getElementById('sickImage').style.display = "none";

      document.getElementById('optionsSign').style.display = "block";

      playSound('clickSound'); // Play sound when hiding sick image

    }

    async function chooseAction(action) {

      document.getElementById('optionsSign').style.display = "none";

      playSound('clickSound'); // Play sound when choosing an action

      if (action === "Pescar") {

        const pescaImg = selectedCharacter === 'gatito' ? 'gatito\_pescando.png' : 'perrito\_pescando.png';

        document.body.style.backgroundImage = `url('${pescaImg}')`;

        playSound('splashSound'); // Play splash sound for fishing

        const showDecision = async (event) => {

          if (event.target === document.body) {

            const doubtImg = selectedCharacter === 'gatito' ? 'gatitoduda.png' : 'perritoduda.png';

            const validDoubtSrc = await loadImage(doubtImg, 'fallback.png');

            document.getElementById('doubtImage').src = validDoubtSrc;

            document.getElementById('doubtImage').style.display = "block";

            document.getElementById('decisionSign').style.display = "block";

            document.body.removeEventListener('click', showDecision);

            playSound('clickSound'); // Play sound when showing decision

          }

        };

        document.body.addEventListener('click', showDecision);

      }

      if (action === "Tomar agua") {

        playSound('gulpSound'); // Play gulp sound for drinking water

        if (lagoonStatus === "rojo.png") {

          const ghostImg = selectedCharacter === 'gatito' ? 'gatitofantasma.png' : 'perritofantasma.png';

          document.body.style.backgroundImage = `url('${ghostImg}')`;

          document.getElementById('warningMessage').style.display = "block";

          playSound('ghostSound'); // Play ghost sound for death

        } else if (lagoonStatus === "verde.png" || lagoonStatus === "amarillo.png") {

          const sickImg = selectedCharacter === 'gatito' ? 'gatitoenfermo.png' : 'perritoenfermo.png';

          const validSickSrc = await loadImage(sickImg, 'fallback.png');

          document.body.style.backgroundImage = dockBackground;

          document.getElementById('sickImage').src = validSickSrc;

          document.getElementById('sickImage').style.display = "block";

          document.getElementById('happyText').innerText =

            "AUNQUE EL CIANOSEMAFORO NO SEA ROJO, NO ES RECOMENDABLE TOMAR AGUA NO POTABLE YA QUE VIVEN OTROS MICROORGANISMOS Y COMPUESTOS QUE NOS PUEDEN ENFERMAR.";

          document.getElementById('happySign').style.backgroundColor = "rgba(255, 0, 0, 0.9)";

          document.getElementById('happySign').style.display = "block";

          playSound('coughSound'); // Play cough sound for sickness

        }

      }

      if (action === "Nadar") {

        playSound('splashSound'); // Play splash sound for swimming

        if (lagoonStatus === "rojo.png") {

          const swimImg = selectedCharacter === 'gatito' ? 'gatitoverde.png' : 'perritoverde.png';

          const validSwimSrc = await loadImage(swimImg, 'fallback.png');

          document.getElementById('swimWarningImage').src = validSwimSrc;

          document.getElementById('swimWarningImage').style.display = "block";

          document.getElementById('swimWarningText').style.display = "block";

        } else if (lagoonStatus === "verde.png") {

          const swimGoodImg = selectedCharacter === 'gatito' ? 'gatitonadando.png' : 'perritonadando.png';

          document.body.style.backgroundImage = `url('${swimGoodImg}')`;

          document.getElementById('happyText').innerText = "¡Nadar es relajante y divertido!";

          document.getElementById('happySign').style.backgroundColor = "rgba(0, 128, 0, 0.85)";

          document.getElementById('happySign').style.display = "block";

          playSound('dingSound'); // Play ding sound for happy outcome

        } else if (lagoonStatus === "amarillo.png") {

          const swimCautionImg = selectedCharacter === 'gatito' ? 'gatitocuidado.png' : 'perritocuidado.png';

          const validCautionSrc = await loadImage(swimCautionImg, 'fallback.png');

          document.body.style.backgroundImage = `url('${validCautionSrc}')`;

          document.getElementById('happyText').innerText = "Nadar es divertido, pero ten cuidado con el agua.";

          document.getElementById('happySign').style.backgroundColor = "rgba(255, 165, 0, 0.85)";

          document.getElementById('happySign').style.display = "block";

        }

      }

      if (action === "Sacarse una selfie") {

        const selfieImg = selectedCharacter === 'gatito' ? 'selfie\_gatito.png' : 'selfie\_perrito.png';

        const validSelfieSrc = await loadImage(selfieImg, 'fallback.png');

        document.getElementById('selfieImage').src = validSelfieSrc;

        document.getElementById('selfieImage').style.display = "block";

        playSound('cameraSound'); // Play camera sound for selfie

      }

    }

    async function eatFish() {

      document.getElementById('decisionSign').style.display = "none";

      document.getElementById('doubtImage').style.display = "none";

      playSound('clickSound'); // Play sound when making decision

      if (lagoonStatus === "rojo.png") {

        const ghostImg = selectedCharacter === 'gatito' ? 'gatitofantasma.png' : 'perritofantasma.png';

        document.body.style.backgroundImage = `url('${ghostImg}')`;

        document.getElementById('warningMessage').style.display = "block";

        playSound('ghostSound'); // Play ghost sound for death

      } else if (lagoonStatus === "verde.png") {

        const eatImg = selectedCharacter === 'gatito' ? 'gatitocomiendo.png' : 'perritocomiendo.png';

        document.body.style.backgroundImage = `url('${eatImg}')`;

        const happyText = selectedCharacter === 'gatito'

          ? "¡Gatito come mucho y está feliz!"

          : "¡Perrito come mucho y está feliz!";

        document.getElementById('happyText').innerText = happyText;

        document.getElementById('happySign').style.backgroundColor = "rgba(0, 128, 0, 0.85)";

        document.getElementById('happySign').style.display = "block";

        playSound('dingSound'); // Play ding sound for happy outcome

      } else if (lagoonStatus === "amarillo.png") {

        const sickImg = selectedCharacter === 'gatito' ? 'gatitoenfermo.png' : 'perritoenfermo.png';

        const validSickSrc = await loadImage(sickImg, 'fallback.png');

        document.body.style.backgroundImage = dockBackground;

        document.getElementById('sickImage').src = validSickSrc;

        document.getElementById('sickImage').style.display = "block";

        document.getElementById('happyText').innerText = "El pescado no estaba muy bueno... ¡Me siento mal!";

        document.getElementById('happySign').style.backgroundColor = "rgba(255, 0, 0, 0.9)";

        document.getElementById('happySign').style.display = "block";

        playSound('coughSound'); // Play cough sound for sickness

      }

    }

    function hideDecision() {

      document.getElementById('doubtImage').style.display = "none";

      document.getElementById('decisionSign').style.display = "none";

      document.getElementById('optionsSign').style.display = "block";

      playSound('clickSound'); // Play sound when hiding decision

    }

    function resetGame() {

      location.reload();

      playSound('clickSound'); // Play sound when resetting game

    }

  </script>

</body>

</html>