let currentPlayer = 1;

const rows = {

1: [true],

2: [true, true, true, true],

3: [true, true, true, true, true, true],

};

function updateGameBoard() {

for (let row = 1; row <= 3; row++) {

const cards = document.querySelectorAll(`[data-row="${row}"]`);

cards.forEach((card, index) => {

if (!rows[row][index]) {

card.classList.add('disabled');

} else {

card.classList.remove('disabled');

}

});

}

}

function checkWinner() {

const totalCards = Object.values(rows).flat().filter(Boolean).length;

if (totalCards === 1) {

const winner = currentPlayer === 1 ? 2 : 1;

alert(`اللعبة انتهت! اللاعب ${winner} هو الفائز!`);

return true;

}

return false;

}

function handleCardClick(event) {

const card = event.target;

const row = parseInt(card.dataset.row);

const index = parseInt(card.dataset.index);

// Disable all cards from other rows

document.querySelectorAll(`.card:not([data-row="${row}"])`).forEach(card => {

card.classList.add('disabled');

});

if (rows[row][index]) {

rows[row][index] = false;

updateGameBoard();

if (checkWinner()) {

document.querySelectorAll('.card').forEach(card => card.classList.add('disabled'));

return;

}

currentPlayer = currentPlayer === 1 ? 2 : 1;

document.getElementById('turn-indicator').textContent = `دور اللاعب ${currentPlayer}`;

}

}

document.querySelectorAll('.card').forEach(card => {

card.addEventListener('click', handleCardClick);

});

document.getElementById('restart-btn').addEventListener('click', () => {

location.reload();

});

updateGameBoard();