window.onload = function() {

// Define the game scenes and their hotspots

const scenes = [

{

// Scene 1: Debate Stage (with an empty podium)

image: "images/debate.jpg",

hotspots: [

{ id: 'hotspot1', response: "He's not here! Fact: He's 24 and still a student." },

{ id: 'hotspot2', response: "He's not here! Fact: He used to work for the Liberal Party." }

]

},

{

// Scene 2: Coffee Shop (add another scene as needed)

image: "images/coffeeshop.jpg",

hotspots: [

{ id: 'hotspot1', response: "He's not here! Fact: He won't answer basic media questions." },

{ id: 'hotspot2', response: "He's not here! Fact: He has no voting record." }

]

},

{

// Scene 3: Media Frenzy

image: "images/media\_search.jpg",

hotspots: [

{ id: 'hotspot1', response: "He's not here! Fact: The press keeps asking, 'Where is Sukhman?'" },

{ id: 'hotspot2', response: "He's not here! Fact: His handlers are keeping a very low profile." }

]

}

// You can add more scenes following the same pattern.

];

let currentSceneIndex = 0;

const sceneImage = document.getElementById("scene-image");

const messageText = document.getElementById("message-text");

const nextSceneButton = document.getElementById("next-scene");

// Function to load a scene

function loadScene(index) {

const scene = scenes[index];

sceneImage.src = scene.image;

// Set up hotspot event listeners for the current scene

scene.hotspots.forEach(hotspotData => {

const hotspotElement = document.getElementById(hotspotData.id);

// Remove any existing event listeners by replacing the element's onclick directly

hotspotElement.onclick = function() {

messageText.innerHTML = hotspotData.response;

};

});

// Clear any previous message

messageText.innerHTML = "";

}

// Load the initial scene

loadScene(currentSceneIndex);

// Next Scene button handler

nextSceneButton.onclick = function() {

currentSceneIndex++;

if (currentSceneIndex < scenes.length) {

loadScene(currentSceneIndex);

} else {

messageText.innerHTML = "You've reached the end of the search!";

nextSceneButton.disabled = true; // Optionally disable if no more scenes

}

};

// Submit Tip button handler

const submitTipButton = document.getElementById("submit-tip");

submitTipButton.onclick = function() {

const tip = document.getElementById("tip-input").value;

if(tip) {

alert("Thanks for your tip: " + tip);

document.getElementById("tip-input").value = "";

} else {

alert("Please enter a tip.");

}

};

// Share button handler

const shareButton = document.getElementById("share-button");

shareButton.onclick = function() {

const shareText = encodeURIComponent("Where in the World is Sukhman? Check it out!");

const shareUrl = window.location.href;

window.open("https://twitter.com/intent/tweet?text=" + shareText + "&url=" + encodeURIComponent(shareUrl), "\_blank");

};

// Simple countdown timer (counts up)

let seconds = 0;

setInterval(() => {

seconds++;

let hrs = Math.floor(seconds / 3600);

let mins = Math.floor((seconds % 3600) / 60);

let secs = seconds % 60;

document.getElementById("countdown").innerHTML =

String(hrs).padStart(2, '0') + ":" +

String(mins).padStart(2, '0') + ":" +

String(secs).padStart(2, '0');

}, 1000);

};