<!-- index.html (Main Menu) -->

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Ifemyochukwu - Main Menu</title>

<style>

body { text-align: center; padding: 40px; background: #eef; font-family: sans-serif; }

button { display: block; margin: 10px auto; padding: 12px 24px; font-size: 18px; cursor: pointer; }

</style>

</head>

<body>

<h1>Ifemyochukwu</h1>

<button onclick="location.href='sensory.html'">Enter Sensory Room</button>

<button onclick="location.href='puzzle1.html'">Puzzle Level 1</button>

<button onclick="location.href='puzzle2.html'">Puzzle Level 2</button>

<button onclick="location.href='puzzle3.html'">Puzzle Level 3</button>

<button onclick="toggleSound()" id="soundToggle">🔊 Sound: ON</button>

<script>

let soundEnabled = true;

function toggleSound() {

soundEnabled = !soundEnabled;

document.getElementById("soundToggle").innerText = soundEnabled ? "🔊 Sound: ON" : "🔇 Sound: OFF";

localStorage.setItem('soundEnabled', soundEnabled);

}

window.onload = () => {

soundEnabled = localStorage.getItem('soundEnabled') !== 'false';

document.getElementById("soundToggle").innerText = soundEnabled ? "🔊 Sound: ON" : "🔇 Sound: OFF";

}

</script>

</body>

</html>

<!-- sensory.html -->

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Sensory Room</title>

<style>

body { text-align: center; background: #ddeeff; padding: 20px; }

.star { font-size: 50px; margin: 20px; cursor: pointer; display: inline-block; }

button { margin-top: 20px; padding: 10px 20px; font-size: 18px; }

</style>

</head>

<body>

<h2>Welcome to the Sensory Room</h2>

<div>

<span class="star">⭐</span>

<span class="star">🌟</span>

<span class="star">✨</span>

</div>

<button id="toggleMusic">🔊 Music: ON</button>

<button id="playSensoryInstructionsBtn">▶️ Play Instructions</button>

<audio id="chime" src="assets/chime.mp3"></audio>

<audio id="bgMusic" src="assets/calm-music.mp3" loop></audio>

<script>

const stars = document.querySelectorAll('.star');

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

const music = document.getElementById('bgMusic');

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

let soundEnabled = localStorage.getItem('soundEnabled') !== 'false';

stars.forEach(star => {

star.addEventListener('click', () => {

if (soundEnabled) chime.play();

});

});

toggleMusic.addEventListener('click', () => {

if (music.paused) {

music.play();

toggleMusic.innerText = '🔊 Music: ON';

} else {

music.pause();

toggleMusic.innerText = '🔇 Music: OFF';

}

});

function speakSensory(text) {

if (!soundEnabled) return;

if ('speechSynthesis' in window) {

const utterance = new SpeechSynthesisUtterance(text);

utterance.rate = 0.9;

window.speechSynthesis.speak(utterance);

}

}

document.getElementById('playSensoryInstructionsBtn').addEventListener('click', () => {

speakSensory("Welcome to the sensory room. Click the stars to hear chimes and enjoy the calm music. Have fun!");

});

window.onload = () => {

if (soundEnabled) {

music.play();

speakSensory("Welcome to the sensory room. Click the stars to hear chimes and enjoy the calm music. Have fun!");

}

}

</script>

</body>

</html>

<!-- puzzle1.html (Shape Matching) -->

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Puzzle 1 - Shape Matching</title>

<style>

body { text-align: center; padding: 30px; background: #fefbd8; }

.shape { font-size: 60px; cursor: pointer; margin: 20px; }

</style>

</head>

<body>

<h2>Match the Shapes</h2>

<div>

<span class="shape" onclick="speak('Circle')">⚪</span>

<span class="shape" onclick="speak('Square')">🟥</span>

<span class="shape" onclick="speak('Triangle')">🔺</span>

</div>

<script>

function speak(text) {

if (localStorage.getItem('soundEnabled') === 'false') return;

const msg = new SpeechSynthesisUtterance(text);

msg.rate = 0.9;

window.speechSynthesis.speak(msg);

}

window.onload = () => speak("Welcome to shape matching. Click each shape to hear its name.");

</script>

</body>

</html>

<!-- puzzle2.html (Color Matching) -->

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Puzzle 2 - Color Matching</title>

<style>

body { text-align: center; padding: 30px; background: #e0ffe0; }

.color { width: 80px; height: 80px; display: inline-block; margin: 20px; border-radius: 10px; cursor: pointer; }

</style>

</head>

<body>

<h2>Match the Colors</h2>

<div>

<div class="color" style="background: red;" onclick="speak('Red')"></div>

<div class="color" style="background: green;" onclick="speak('Green')"></div>

<div class="color" style="background: blue;" onclick="speak('Blue')"></div>

</div>

<script>

function speak(text) {

if (localStorage.getItem('soundEnabled') === 'false') return;

const msg = new SpeechSynthesisUtterance(text);

msg.rate = 0.9;

window.speechSynthesis.speak(msg);

}

window.onload = () => speak("Welcome to color matching. Click each color to hear its name.");

</script>

</body>

</html>

<!-- puzzle3.html (Shape + Color Matching) -->

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Puzzle 3 - Shape and Color</title>

<style>

body { text-align: center; padding: 30px; background: #ffe0f0; }

.combo { display: inline-block; margin: 20px; padding: 10px; border: 2px solid #333; border-radius: 10px; cursor: pointer; }

</style>

</head>

<body>

<h2>Match Shape and Color</h2>

<div>

<div class="combo" style="background: red;">🔺</div>

<div class="combo" style="background: green;">🟦</div>

<div class="combo" style="background: blue;">⚪</div>

</div>

<script>

const descriptions = ["Red triangle", "Green square", "Blue circle"];

function speak(text) {

if (localStorage.getItem('soundEnabled') === 'false') return;

const msg = new SpeechSynthesisUtterance(text);

msg.rate = 0.9;

window.speechSynthesis.speak(msg);

}

document.querySelectorAll('.combo').forEach((el, i) => {

el.addEventListener('click', () => speak(descriptions[i]));

});

window.onload = () => speak("Welcome to shape and color matching. Click to hear what each item is.");

</script>

</body>

</html>