Logic for literacy tabs  
  
function showLiteracyTab(tabName) {

  const learnTab = document.getElementById("literacyLearnTab");

  const playTab = document.getElementById("literacyPlayTab");

  const learnContent = document.getElementById("literacyLearnContent");

  const playContent = document.getElementById("literacyPlayContent");

  if (tabName === "learn") {

    learnTab.style.background = "#005a9c";

    learnTab.style.color = "white";

    playTab.style.background = "#e2e8f0";

    playTab.style.color = "#64748b";

    learnContent.classList.remove("hidden");

    playContent.classList.add("hidden");

  } else {

    playTab.style.background = "#005a9c";

    playTab.style.color = "white";

    learnTab.style.background = "#e2e8f0";

    learnTab.style.color = "#64748b";

    playContent.classList.remove("hidden");

    learnContent.classList.add("hidden");

  }

}

// 🎮 Start Adjective Game

function startAdjectiveGame() {

  alert("🎮 Starting Adjective Adventure! Collect the correct items.");

  // Game logic goes here

}