import React from "react";

// Example weapon data (you can move this to a separate file if needed)

const weapons = [

{ name: "Hammer Pump Shotgun", type: "Shotgun", rarity: "Legendary", damage: "103", fire\_rate: "0.7", mag\_size: "8" },

{ name: "Striker AR", type: "Assault Rifle", rarity: "Legendary", damage: "26", fire\_rate: "7.8", mag\_size: "25" },

{ name: "Ranger Pistol", type: "Pistol", rarity: "Epic", damage: "28", fire\_rate: "6.75", mag\_size: "16" },

{ name: "Reaper Sniper Rifle", type: "Sniper", rarity: "Legendary", damage: "116", fire\_rate: "0.65", mag\_size: "3" },

{ name: "Thunder Burst SMG", type: "SMG", rarity: "Legendary", damage: "24", fire\_rate: "8.5", mag\_size: "30" },

{ name: "Nemesis AR", type: "Assault Rifle", rarity: "Epic", damage: "34", fire\_rate: "5.5", mag\_size: "28" },

];

export default function WeaponGuideScreen({ setView }) {

const [filterType, setFilterType] = React.useState("All");

const [searchTerm, setSearchTerm] = React.useState("");

const rarityColor = {

"Legendary": "bg-yellow-500/20 border-yellow-500",

"Epic": "bg-purple-500/20 border-purple-500",

};

const filteredWeapons = weapons.filter(weapon =>

(filterType === "All" || weapon.type === filterType) &&

weapon.name.toLowerCase().includes(searchTerm.toLowerCase())

);

return (

<div className="p-4 md:p-8">

<h2 className="font-bungee text-4xl text-center text-purple-400 mb-8">Weapon Guide</h2>

{/\* Filter Controls \*/}

<div className="flex flex-col md:flex-row gap-4 mb-8 justify-center">

<select

value={filterType}

onChange={e => setFilterType(e.target.value)}

className="bg-gray-700 text-white px-4 py-2 rounded-md"

>

<option value="All">All Types</option>

<option value="Assault Rifle">Assault Rifles</option>

<option value="Shotgun">Shotguns</option>

<option value="Sniper">Snipers</option>

<option value="SMG">SMGs</option>

<option value="Pistol">Pistols</option>

</select>

<input

type="text"

placeholder="Search by name"

value={searchTerm}

onChange={e => setSearchTerm(e.target.value)}

className="bg-gray-700 text-white px-4 py-2 rounded-md"

/>

</div>

{/\* Weapon Cards \*/}

<div className="grid grid-cols-1 md:grid-cols-2 lg:grid-cols-3 gap-6">

{filteredWeapons.map((weapon, index) => (

<div key={index} className={`border-2 ${rarityColor[weapon.rarity]} rounded-xl p-4 shadow-lg bg-gray-800 flex flex-col`}>

<h3 className="font-bold text-2xl text-white">{weapon.name}</h3>

<p className={`font-semibold text-lg ${weapon.rarity === 'Legendary' ? 'text-yellow-400' : 'text-purple-400'}`}>

{weapon.rarity} {weapon.type}

</p>

<div className="mt-4 grid grid-cols-2 gap-2 text-gray-300">

<p><span className="font-bold text-white">Damage:</span> {weapon.damage}</p>

<p><span className="font-bold text-white">Fire Rate:</span> {weapon.fire\_rate}</p>

<p><span className="font-bold text-white">Mag Size:</span> {weapon.mag\_size}</p>

</div>

{/\* Visual Damage Bar \*/}

<div className="mt-4 w-full bg-gray-700 h-2 rounded-full">

<div

className="bg-yellow-500 h-2 rounded-full"

style={{ width: `${Math.min(+weapon.damage \* 0.75, 100)}%` }}

></div>

</div>

</div>

))}

</div>

<button onClick={() => setView('home')} className="mt-8 text-purple-400 hover:text-purple-300 transition">

&larr; Back to Home

</button>

</div>

);

}