<!DOCTYPE html>

<html lang=”en”>

<head>

<meta charset=”UTF-8”>

<title>ILY KakCi</title>

<style>

Body {

Margin: 0;

Background: black;

Overflow: hidden;

Font-family: ‘Arial’, sans-serif;

}

H1 {

Position: absolute;

Top: 20px;

Width: 100%;

Text-align: center;

Font-size: 3em;

Color: #00f0ff;

Text-shadow: 0 0 15px #00f0ff;

z-index: 10;

}

Canvas {

Display: block;

Position: absolute;

Top: 0;

Left: 0;

}

.flower {

Position: absolute;

Top: -50px;

Width: 30px;

Height: 30px;

Background-image: url(‘https://i.ibb.co/N1ZLrtq/flower-pink.png’);

Background-size: cover;

Animation: fall linear infinite;

z-index: 5;

}

@keyframes fall {

To {

Transform: translateY(110vh) rotate(360deg);

Opacity: 0;

}

}

</style>

</head>

<body>

<h1>ILY KakCi</h1>

<canvas id=”heartCanvas”></canvas>

<script>

// Particle Heart

Const canvas = document.getElementById(“heartCanvas”);

Const ctx = canvas.getContext(“2d”);

Canvas.width = window.innerWidth;

Canvas.height = window.innerHeight;

Const particles = [];

Const particleCount = 800;

Function heartFunction(t) {

Let x = 16 \* Math.pow(Math.sin(t), 3);

Let y = 13 \* Math.cos(t) – 5 \* Math.cos(2\*t) – 2 \* Math.cos(3\*t) – Math.cos(4\*t);

Return {x, y};

}

For (let I = 0; I < particleCount; i++) {

Let t = Math.random() \* Math.PI \* 2;

Let pos = heartFunction(t);

Particles.push({

X: canvas.width / 2 + pos.x \* 15,

Y: canvas.height / 2 – pos.y \* 15,

Vx: (Math.random() – 0.5) \* 1.5,

Vy: (Math.random() – 0.5) \* 1.5,

Alpha: Math.random() \* 0.8 + 0.2

});

}

Function animate() {

Ctx.fillStyle = “rgba(0, 0, 0, 0.2)”;

Ctx.fillRect(0, 0, canvas.width, canvas.height);

For (let p of particles) {

Ctx.beginPath();

Ctx.arc(p.x, p.y, 2, 0, Math.PI \* 2);

Ctx.fillStyle = `rgba(0, 255, 255, ${p.alpha})`;

Ctx.fill();

p.x += p.vx;

p.y += p.vy;

if (p.x < 0 || p.x > canvas.width) p.vx \*= -1;

if (p.y < 0 || p.y > canvas.height) p.vy \*= -1;

}

requestAnimationFrame(animate);

}

Animate();

// Falling Flowers

Function createFlower() {

Const flower = document.createElement(“div”);

Flower.classList.add(“flower”);

Flower.style.left = Math.random() \* window.innerWidth + “px”;

Flower.style.animationDuration = (Math.random() \* 3 + 3) + “s”;

Flower.style.opacity = Math.random();

Document.body.appendChild(flower);

setTimeout(() => flower.remove(), 7000);

}

setInterval(createFlower, 300);

</script>

</body>

</html>