import { useState } from 'react';

import { Button } from "@/components/ui/button";

import { Card, CardContent } from "@/components/ui/card";

import { motion } from "framer-motion";

const vocabularyQuestions = [

{

points: 100,

question: "Choose the correct word to complete the sentence: The kitten was so \_\_\_, it barely made a sound.",

options: ["timid", "loud", "harsh", "frantic"],

answer: "timid"

},

{

points: 200,

question: "What is a synonym for 'generous'?",

options: ["stingy", "kind", "mean", "rude"],

answer: "kind"

}

];

const comprehensionQuestions = [

{

passage: "Lena tiptoed across the dewy grass, hoping not to wake the birds still sleeping in the trees. She clutched her notebook tightly, ready to sketch the sunrise.",

questions: [

{

question: "Why did Lena walk quietly?",

options: ["She was nervous", "She didn’t want to wake the birds", "She was sneaking away", "She didn’t want to get wet"],

answer: "She didn’t want to wake the birds"

}

]

}

];

export default function WordWhizShowdown() {

const [score, setScore] = useState([0, 0, 0, 0, 0]);

const [currentQuestion, setCurrentQuestion] = useState(null);

const [selectedPlayer, setSelectedPlayer] = useState(null);

const [round, setRound] = useState("vocab");

const handleAnswer = (option) => {

if (currentQuestion.answer === option) {

const newScores = [...score];

newScores[selectedPlayer] += currentQuestion.points || 100;

setScore(newScores);

}

setCurrentQuestion(null);

setSelectedPlayer(null);

};

return (

<div className="p-4 max-w-4xl mx-auto text-center">

<h1 className="text-4xl font-bold mb-6">🎉 Word Whiz Showdown 🎉</h1>

{currentQuestion ? (

<Card className="mb-4">

<CardContent className="p-4">

<p className="text-xl font-semibold mb-2">{currentQuestion.question}</p>

{currentQuestion.options.map((opt, i) => (

<Button key={i} onClick={() => handleAnswer(opt)} className="m-2">

{opt}

</Button>

))}

</CardContent>

</Card>

) : (

<div>

<div className="grid grid-cols-5 gap-2 mb-6">

{[0, 1, 2, 3, 4].map((player) => (

<Card key={player} className="p-4">

<p className="text-lg font-semibold">Player {player + 1}</p>

<p className="text-2xl">{score[player]} pts</p>

<Button

className="mt-2"

onClick={() => {

const q = vocabularyQuestions[Math.floor(Math.random() \* vocabularyQuestions.length)];

setSelectedPlayer(player);

setCurrentQuestion(q);

}}

>

Answer Question

</Button>

</Card>

))}

</div>

<Button onClick={() => setRound(round === "vocab" ? "comprehension" : "vocab")}>Switch to {round === "vocab" ? "Comprehension" : "Vocabulary"} Round</Button>

</div>

)}

</div>

);

}