

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1, viewport-fit=cover" />

<title>Will you be my Valentine?</title>

<!-- Confetti library -->

<script src="https://cdn.jsdelivr.net/npm/canvas-confetti@1.9.3/dist/confetti.browser.min.js"></script>

<style>

:root {

--bg1: #ffd6e7;

--bg2: #fffeef6;

--card: #fffffcc;

--yes: #ff3b7a;

--yesHover: #ff1f68;

}

* { box-sizing: border-box; }

body {

margin: 0;

min-height: 100vh;
```

```
display: grid;  
place-items: center;  
background: radial-gradient(circle at top, var(--bg2), var(--bg1));  
font-family: system-ui, sans-serif;  
overflow: hidden;  
padding: 16px;  
}
```

```
/* FULL-SCREEN CONFETTI CANVAS */
```

```
#confettiCanvas {  
  position: fixed;  
  inset: 0;  
  width: 100vw;  
  height: 100vh;  
  pointer-events: none;  
  z-index: 9999;  
}
```

```
.card {  
  width: min(720px, 92vw);  
  padding: 26px 22px;  
  background: var(--card);  
  backdrop-filter: blur(10px);  
  border-radius: 22px;  
  text-align: center;
```

```
  box-shadow: 0 18px 60px rgba(0,0,0,.15);  
}  
  
.art {  
  width: min(260px, 80vw);  
  margin: 0 auto 10px;  
  display: block;  
  filter: drop-shadow(0 10px 14px rgba(0,0,0,.12));  
}  
  
h1 {
```

```
  font-size: clamp(26px, 4vw, 44px);  
  margin: 12px 0 18px;  
}  
  
h1 {
```

```
.button-zone {  
  position: relative;  
  width: min(520px, 92%);  
  height: 150px;  
  margin: 0 auto;  
  touch-action: none;  
}  
  
button {
```

```
position: absolute;  
top: 50%;  
transform: translateY(-50%);  
padding: 16px 24px;  
font-size: 18px;  
font-weight: 800;  
border-radius: 999px;  
border: none;  
cursor: pointer;  
box-shadow: 0 10px 24px rgba(0,0,0,.14);  
user-select: none;  
-webkit-tap-highlight-color: transparent;  
transition: transform .12s ease, background .12s ease;  
}
```

```
#yesBtn {  
left: 18%;  
background: var(--yes);  
color: #fff;  
}  
#yesBtn:hover { background: var(--yesHover); }
```

```
#noBtn {  
left: 62%;  
background: #e5e7eb;
```

```
color: #111827;
```

```
}
```

```
.hint {
```

```
margin-top: 10px;
```

```
font-size: 13px;
```

```
opacity: .7;
```

```
}
```

```
.result {
```

```
display: none;
```

```
margin-top: 18px;
```

```
animation: pop .35s ease;
```

```
}
```

```
.result h2 {
```

```
font-size: clamp(30px, 4.5vw, 46px);
```

```
margin: 10px 0;
```

```
}
```

```
.fireworks {
```

```
width: min(380px, 90vw);
```

```
margin: 0 auto;
```

```
display: block;
```

```
}
```

```
@keyframes pop {  
  from { transform: scale(.96); opacity: 0; }  
  to { transform: scale(1); opacity: 1; }  
}  
</style>  
</head>
```

```
<body>  
<canvas id="confettiCanvas"></canvas>  
  
<main class="card">  
  <!-- ANIMAL WITH HEART -->  
  <svg class="art" viewBox="0 0 320 240" xmlns="http://www.w3.org/2000/svg">  
    <defs>  
      <linearGradient id="fur" x1="0" x2="1">  
        <stop offset="0" stop-color="#f7c7a1"/>  
        <stop offset="1" stop-color="#f2a97b"/>  
      </linearGradient>  
      <linearGradient id="heart" x1="0" x2="1">  
        <stop offset="0" stop-color="#ff4d7d"/>  
        <stop offset="1" stop-color="#ff1f68"/>  
      </linearGradient>  
    </defs>
```

```
<path d="M250 50 C250 33 270 25 282 38  
C294 25 314 33 314 50  
C314 78 282 92 282 106  
C282 92 250 78 250 50Z"  
fill="url(#heart)"/>
```

```
<path d="M90 120 C90 70 140 40 190 60  
C240 40 290 70 290 120  
C290 180 240 210 190 210  
C140 210 90 180 90 120Z"  
fill="url(#fur)"/>
```

```
<path d="M110 92 L95 55 L140 78 Z" fill="#f2a97b"/>  
<path d="M270 92 L285 55 L240 78 Z" fill="#f2a97b"/>
```

```
<circle cx="160" cy="130" r="8"/>  
<circle cx="220" cy="130" r="8"/>  
  
<path d="M190 144 C186 144 182 148 182 152  
C182 160 190 164 190 170  
C190 164 198 160 198 152  
C198 148 194 144 190 144Z"  
fill="#ff7aa2"/>
```

```
</svg>
```

```
<h1>BUUGGUU\x will you be my valentine?</h1>
```

```
<section class="button-zone" id="zone">
```

```
  <button id="yesBtn">Yes</button>
```

```
  <button id="noBtn">No</button>
```

```
</section>
```

```
<!-- HINT -->
```

```
<div class="hint" id="hint">“No” seems a bit shy \x</div>
```

```
<section class="result" id="result">
```

```
  <h2>YAY! \x</h2>
```

```
  
```

```
</section>
```

```
</main>
```

```
<script>
```

```
const zone = document.getElementById("zone");
```

```
const yesBtn = document.getElementById("yesBtn");
```

```
const noBtn = document.getElementById("noBtn");

const result = document.getElementById("result");

const hint = document.getElementById("hint");



/* ----- CONFETTI ----- */

const confettiCanvas = document.getElementById("confettiCanvas");



function resizeConfettiCanvas() {

    const dpr = Math.max(1, window.devicePixelRatio || 1);

    confettiCanvas.width = Math.floor(window.innerWidth * dpr);

    confettiCanvas.height = Math.floor(window.innerHeight * dpr);

    confettiCanvas.style.width = "100vw";

    confettiCanvas.style.height = "100vh";

}

resizeConfettiCanvas();

window.addEventListener("resize", resizeConfettiCanvas);

window.addEventListener("orientationchange", () => setTimeout(resizeConfettiCanvas, 150));



const confettiInstance = confetti.create(confettiCanvas, {

    resize: false,

    useWorker: true

});
```

```
function fullScreenConfetti() {  
  
  const end = Date.now() + 1600;  
  
  (function frame() {  
  
    confettiInstance({  
  
      particleCount: 12,  
  
      spread: 90,  
  
      startVelocity: 45,  
  
      ticks: 180,  
  
      origin: { x: Math.random(), y: Math.random() * 0.3 }  
  
    });  
  
    if (Date.now() < end) requestAnimationFrame(frame);  
  
  })();  
  
  
  
  setTimeout(() => {  
  
    confettiInstance({  
  
      particleCount: 300,  
  
      spread: 140,  
  
      startVelocity: 60,  
  
      ticks: 220,  
  
      origin: { x: 0.5, y: 0.55 }  
  
    });  
  
  }, 300);  
  
}  
}
```

```
/* ----- YES BUTTON GROWS ----- */

let yesScale = 1;

function growYes() {

  yesScale = Math.min(2.2, yesScale + 0.1);

  yesBtn.style.transform = `translateY(-50%) scale(${yesScale})`;

}

/* ----- NO BUTTON RUNS AWAY ----- */

function clamp(n, min, max) {

  return Math.max(min, Math.min(max, n));

}

function moveNo(px, py) {

  const z = zone.getBoundingClientRect();

  const b = noBtn.getBoundingClientRect();

  let dx = (b.left + b.width / 2) - px;

  let dy = (b.top + b.height / 2) - py;

  let mag = Math.hypot(dx, dy) || 1;

  dx /= mag;

  dy /= mag;

  let newLeft = (b.left - z.left) + dx * 150;

  let newTop = (b.top - z.top) + dy * 150;

}
```

```
newLeft = clamp(newLeft, 0, z.width - b.width);

newTop = clamp(newTop, 0, z.height - b.height);

noBtn.style.left = newLeft + "px";
noBtn.style.top = newTop + "px";
noBtn.style.transform = "none";

growYes();

}
```

```
zone.addEventListener("pointermove", e => {

  const b = noBtn.getBoundingClientRect();

  const d = Math.hypot(
    (b.left + b.width / 2) - e.clientX,
    (b.top + b.height / 2) - e.clientY
  );

  if (d < 140) moveNo(e.clientX, e.clientY);

});
```

```
noBtn.addEventListener("click", e => e.preventDefault());

/* ----- YES CLICK ----- */

yesBtn.addEventListener("click", () => {

  zone.style.display = "none";
```

```
hint.style.display = "none"; // HIDE THE HINT
result.style.display = "block";
resizeConfettiCanvas();
fullScreenConfetti();
});

</script>
</body>
</html>
```