#game-container {

display: flex;

flex-direction: column;

align-items: center;

justify-content: center;

height: 100vh;

font-family: sans-serif;

}

#inflating-object {

width: 50px; /\* Initial size \*/

height: 50px;

background-color: deepskyblue;

border-radius: 50%;

transition: all 0.1s ease-out; /\* Smooth size change \*/

}

#hold-button {

margin-top: 20px;

padding: 15px 30px;

background-color: black;

color: white;

cursor: pointer;

user-select: none; /\* Prevents text selection on hold \*/

}

/\* Optional: Class for the "popped" state \*/

.popped {

opacity: 0;

transform: scale(3); /\* Visual "pop" effect before vanishing \*/

transition: all 0.2s ease-in;

}