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import { timeline } from 'wix-animations';

let clickCount = 0; // Initialize click counter
let shouldContinueAnimation = false; // Use this flag to toggle animation

function setRandomNumbers() {
  if (clickCount === 20) {
    // At the 20th click, generate a single random number for all elements
    let matchingRandomNumber = String(Math.floor(Math.random() * 7) + 1);
    $w('#text4').text = matchingRandomNumber;
    $w('#middleNumber').text = matchingRandomNumber;
    $w('#rightNumber').text = matchingRandomNumber;
  } else {
    // Before the 20th click, generate random numbers for each element
    independently
    $w('#text4').text = String(Math.floor(Math.random() * 7) + 1);
    $w('#middleNumber').text = String(Math.floor(Math.random() * 7) + 1);
    $w('#rightNumber').text = String(Math.floor(Math.random() * 7) + 1);
  }
}

function animateDrop() {
  if (!shouldContinueAnimation || clickCount >= 20) {
    return; // Exit if animation should not continue or if click count is 20 or
more
  }

  let tl = timeline();
  setRandomNumbers(); // Update numbers on each animation cycle

  // Animate all elements with a drop effect
  tl.add($w('#text4'), { y: '+=80', duration: 10, easing: "easeInOutSine" });
  tl.add($w('#middleNumber'), { y: '+=80', duration: 10, easing: "easeInOutSine" },
'<');
  tl.add($w('#rightNumber'), { y: '+=80', duration: 10, easing: "easeInOutSine" },
'<');

  // Reset position for all elements
  tl.add($w('#text4'), { y: '-=80', duration: 50, easing: "easeInOutSine" });
  tl.add($w('#middleNumber'), { y: '-=80', duration: 50, easing: "easeInOutSine" },
'<');
  tl.add($w('#rightNumber'), { y: '-=80', duration: 50, easing: "easeInOutSine" },
'<');

  // Restart the animation if flag is still true
  tl.onComplete(() => {
    if (shouldContinueAnimation && clickCount < 20) {

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        animateDrop(); // Restart animation
    }
});

tl.play();
}

$.onReady(function () {
    $('#playBTN').on('click', function () {
        clickCount++; // Increment click counter each time button is clicked

        if (clickCount <= 20) {
            if (!shouldContinueAnimation) {
                shouldContinueAnimation = true;
                $('#playBTN').label = "STOP"; // Update button label to STOP
                animateDrop(); // Start the animation
            } else if (clickCount < 20) {
                shouldContinueAnimation = false;
                $('#playBTN').label = "PLAY"; // Update button label to PLAY
                // Animation stops automatically because shouldContinueAnimation is
false
            }
        }

        // If click count is 20, ensure all numbers match, stop the animation, show
the money element, and change button label to "JACKPOT"
        if (clickCount === 20) {
            setRandomNumbers(); // Ensure matching numbers
            $('#money').show(); // Make the money element visible
            shouldContinueAnimation = false; // Ensure animation is stopped
            $('#playBTN').label = "JACKPOT"; // Change button label to JACKPOT
            $('#PrizeBTN').show(); // Show the PrizeBTN element
        }
    });
});
});

```