

```
document.getElementById('start-button').addEventListener('click', startGame);
```

```
let currentBGM = '';
```

```
let bgmPosition = 0;
```

```
function showScene(index) {  
  const scene = scenes[index];  
  document.getElementById('background').style.backgroundImage =  
    `url(${scene.background})`;   
  document.getElementById('left-character').style.backgroundImage =  
    `url(${scene.leftCharacter})`;   
  document.getElementById('right-character').style.backgroundImage =  
    `url(${scene.rightCharacter})`;   
  changeBGM(scene.bgm);  
  typeDialogue(scene.dialogue, () => {  
    if (scene.choices.length > 0) {  
      showChoices(scene.choices);  
    }  
  });  
}
```

```
function changeBGM(bgm) {  
  const bgmElement = document.getElementById('bgm');  
  if (bgm === currentBGM) {  
    bgmElement.currentTime = bgmPosition;  
  } else {  
    bgmElement.src = bgm;  
    bgmElement.play();  
    currentBGM = bgm;  
    bgmPosition = 0;  
  }  
  bgmElement.play();  
}
```

```
document.getElementById('bgm').addEventListener('timeupdate', () => {  
  bgmPosition = document.getElementById('bgm').currentTime;  
});
```