

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

let currentBGM = '';
let bgmPosition = 0;
let bgmElement = document.getElementById('bgm');

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);
  playSFX(scene.sfx);
  typeDialogue(scene.dialogue, () => {
    if (scene.choices.length > 0) {
      showChoices(scene.choices);
    }
  });
}

function changeBGM(bgm) {
  if (bgm === currentBGM) {
    bgmElement.currentTime = bgmPosition;
    bgmElement.play();
  } else {
    fadeOut(bgmElement, () => {
      bgmElement.src = bgm;
      bgmElement.currentTime = 0;
      bgmElement.play();
      fadeIn(bgmElement);
      currentBGM = bgm;
      bgmPosition = 0;
    });
  }
}

function fadeIn(audioElement) {
  let volume = 0;
  audioElement.volume = volume;
  const fadeInInterval = setInterval(() => {
    if (volume < 1) {
      volume += 0.1;
      audioElement.volume = volume;
    } else {
      clearInterval(fadeInInterval);
    }
  });
}
```

```
    }  
    }, 100);  
}  
  
function fadeOut(audioElement, callback) {  
    let volume = audioElement.volume;  
    const fadeOutInterval = setInterval(() => {  
        if (volume > 0) {  
            volume -= 0.1;  
            audioElement.volume = volume;  
        } else {  
            clearInterval(fadeOutInterval);  
            callback();  
        }  
    }, 100);  
}  
  
function playSFX(sfx) {  
    const sfxElement = new Audio(sfx);  
    sfxElement.play();  
}  
  
bgmElement.addEventListener('timeupdate', () => {  
    bgmPosition = bgmElement.currentTime;  
});
```