



The id of the div box
will be "teamX", "X"
= i (number of the
team)

The class of the div
box should be
"teamBox"

Create a Fighter div
box with the id
"FighterX", "X" =
Fighter's id

Give it the
"fighterBox" class

Create an img
element with the
class "fighterGFX"

Append the img to
the Fighter div

Append the div to
the Fighter div

Create a div box
with the class
"statsBox"

"crashr_idle.png"
for team 0,
"saml_idle.png" for
team 1

Set the img src
property to the
correct image

ady
ue

and hp > 0

Else

Increase the game
turn counter by 1

gameLoop()



