# ROCK PAPER SCISSORS LIZARD SPOCK

## PHASE 1: Planning the game

- The game should have the user input their choice.

- The options should be clickable buttons.

- There should be a scoreboard comparing the user and comp scores.

- The options should have images for each option.

- The game should show the statements for each outcome.

## PHASE 2: Making the HTML structure

- Made the bones for the html.

- Tried to find images for the icons but they were too big.

- Spent a lot of time trying to resize the images to fit the page properly.

- Spend about 3 hours on this.

- Could not do that.

- Turns out I needed icons and not images.

## PHASE 3: Styling the page

- Styled the html page.

- Experimented with a lot of color schemes.

- FInally decided on the purple green one.

- Made the table and labels.

- Learned how to make objects pop up when hovering on them and how to change the mouse icon at the time.

- Ready for coding the javascript and making the game functional.

# PHASE 4: Making the game functional

- Changing the game to have Spock and Lizard options too.

- Will make the project more unique and fun in my opinion.

- Added their options in the HTML.

- Assigned each component to a variable to control that component.

- Made a main function and called a game function for each click on any option.

- Made functions for winning, losing and drawing cases.

- Displays the option for each case of win, loss or draw.

- Updated the counters for each case.

# PHASE 5: Improving the Game

- Made a Reset button that resets the counter of the game.

- Made an about button that shows details of the origin of the game.

- Took a while on how to make the about button show more and show less on each click.

- Used a boolean to fix that problem.

# PHASE 6: Further additions

- Made statements for results of each round.

- Made an element showing the user's choice and the comp's choice.

- Added border animations to win, lose and draw cases.

- Added animations to the reset and about button.

# PHASE 7: Final touches

- Used icons to show the user and comp choice and removed the text components because it was becoming redundant.

- Learned how to add audios to JS and added audios for each case.

- Experimented with a lot of different audios.

- Tried to change the paper icon.

- Failed, none of them look as good as the original one.

- Reverted to the original one.

- Learned how to adjust loudness of each audio

# Future Update Ideas:

- Can include motivational messages and audios if the user gets to a certain score.