

JAVASCRIPT GAME LAB PART 2 - FUNCTIONS

Task: Expand on the game by adding functions that allow the user to start the game and get a number to use as damage.

Functions:

Rearrange your code to include these functions.

1. **startGame** function. This function will
 - a. Prompt the user if they would like to play and if they say yes...
 - i. Allow the user to enter the character's name.
 - ii. Call the **startCombat** function.
2. **startCombat** function. When executed, this will run the entire loop you created in Part One.
3. **getDamage** function. This will return a number between one and five that will be used to decide how much damage the user and Grant will deal during each round.

Additional Changes:

1. Each iteration of the loop will include a prompt that will ask the user if they would like to "attack" or "quit".
2. If the user decides to attack, adjust the character's health points and Grant's health points based on the **getDamage** function.
3. If the user decides to quit, figure out a way to exit out of the loop and function.

Extended:

1. Create an object for the user and Grant.
2. Each object should have a health and name property
3. Each object should have a **getDamage** method that returns the damage.
4. You can use classes or object literals to accomplish this.

Console Preview:

This page says:
Do you want to play?

CancelOK

ElementsConsoleSourcesNetworkPerformanceMemoryApplicationSecurityAuditsAdblock PlusAdBlock

topFilterInfo

> startGame();

This page says:
Would you like to attack or quit

CancelOK

ElementsConsoleSourcesNetworkPerformanceMemoryApplicationSecurityAuditsAdblock PlusAdBlock

topFilterInfo

> startGame();

Adam has 37 health left.

part2.js:26

Grant the Mighty Chicken has 5 health left.

part2.js:27

Adam has 32 health left.

part2.js:26

Grant the Mighty Chicken has 1 health left.

part2.js:27

Adam has 30 health left.

part2.js:26

Grant the Mighty Chicken has -4 health left.

part2.js:27

You have beat Grant! You need to win 2 more round(s).

part2.js:41