

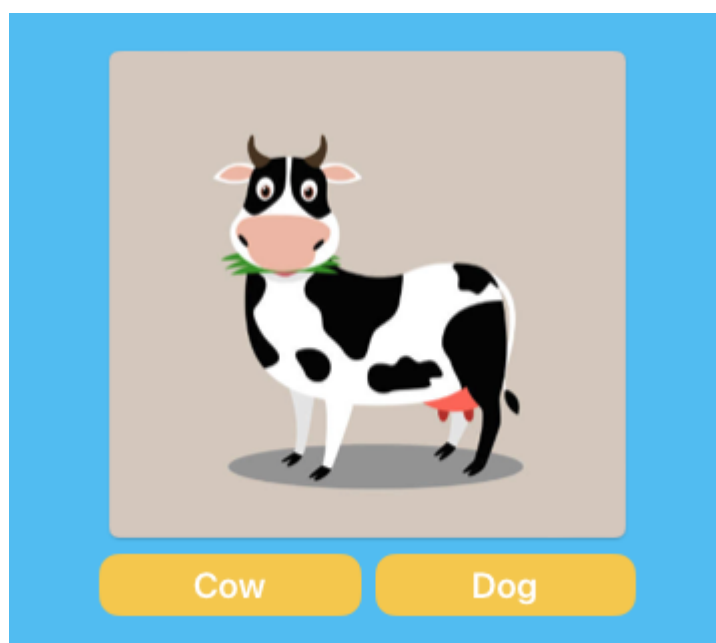
What's In the Picture

Connecting Javascript with HTML

The Game

In this game, an image is displayed along with a list of words or sentences which describe it.

The user can click any of the sentences.



If the user clicks the correct sentence, the next question is displayed, otherwise, he is prompted to try again.

After the last question is correctly answered, a “Game Over” message and a restart button are displayed.

Implementation Steps

```
gQuests = [
  { id: 1, opts:['Cow', 'Dog'], correctOptIdx:0 }
  { id: 2, opts:['Cat', 'Bat'], correctOptIdx:1 }

  // More questions here...
]

gCurrQuestIdx = 0 // Index of currently displayed question
```

1. The data model consists of two variables.
 - a. `gQuests` - is an array of objects, each describing a single question. Each object in the array has the following properties:
 - i. A unique `id`
 - ii. An array of possible answers (options) - `opts`
 - iii. The index of the correct answer in the `opts` array - `correctOptIdx`
 - b. `gCurrQuestIdx` - is the index of the currently displayed question from the `gQuests` array.
2. Name the image files you use for each question with that question's id (*1.jpg, 2.jpg, etc...*)
3. Some more functions :
 - a. `initGame()`
 - b. `createQuests()` – returns a hard coded (ready made) array with at least 3 questions.
 - c. `renderQuest()`
 - d. `checkAnswer(optIdx)`