COHORT	HW COMMENT(S) / FEEDBACK					
Luct0220 0220 (hasteement)	Great job on your homework! My only suggestion would be to organize your array of					
ucf0328-0329 (bootcampspot)	objects more like this: characters: [ {name: \Sponge Bob\", healthPoints					
ucf0328-0329 (bootcampspot)	Good job on your homework. I agree with you, when you get a chance, try to refactor your code and make it DRY (Don't Repeat Yourself). I liked that you explored timers in your code, but as I user, I would rather being able to click the button instead of watching it.:) Overall your site looks good though.					
ucf0328-0329 (bootcampspot)	I SHOULD deduct points for the use Midi-chlorians but I'll let it pass Great job with this! You can refactor a few things to cut down on code by having the click event on a class that is assigned to all 4 users and then use \$(this) to get specific data off of the element clicked (whether it be the value or the ID to then parse to get the value of each character). Great job overall though!					
ucf0328-0329 (bootcampspot)	Good job on your homework. I agree with you, understanding scope easier said than applied. You actually had a scope problem. You declared a local variable 'randomNumberV', inside a function and you were trying to access it outside of that variable. I played with your code and fixed that 'randomNumberV is not defined' error and left comments throughout your code. Take a look at this link: https://gist.github.com/carolinapowers/80dd9021be0c67879e70e73484762c27 . Let me know if you have any questions.					
ucf0328-0329 (bootcampspot)	Susan, please double check the heroku link that you submitted. It doesn't seem to be the right one.					
ucf0328-0329 (bootcampspot)	Great job on your homework. For some reason, your files didn't upload on heroku. I was able to pull it locally and see the functionality. Next time, if it doesn't work on heroku, let me know and we can figure out how to fix it.					
ucf0328-0329 (bootcampspot)	Patrick, your app doesn't seem to work for me. It allows me to pick the fighters, but the Box' button doesn't seem to be triggered on click. Please come see me when you have a chance so we can talk about it. I'll grade your homework after we talk.:)					
ucf0328-0329 (bootcampspot)	Great job on your homework. :) I'll add the gif back now for a A+. Great job making use of the timers as well. Keep up the good work. :)					
ucf0328-0329 (bootcampspot)	Good job on your homework. It looks good and it works well, but I believe that according to the instructions, the crystals should have generated a random number each time that they are clicked. ) I have a suggestion in regards to the look of your code. In JavaScript, make sure to use indentation for legibility. And finally, please make sure to add 'https://' to your heroku link next time. :)					
ucf0328-0329 (bootcampspot)	Max, please provide the links for your Github Repository and Heroku.					
ucf0328-0329 (bootcampspot)	I'm sorry to hear that. We will do our best to provide the list every time we can. The person who does them, got sick and fell behind. But he said he will do his best to keep up with it. Next time you need help to organize your code, don't hesitate in setting up a 1:1 office hour, so we can help you to start putting the pieces together.					
ucf0328-0329 (bootcampspot)	I see you have somewhat of an understanding on how to approach this problem, but I see a lot of repeat code. You have the exact same function 4 times with the only difference being the crystalVal. With repeat code like this, you can extract the differences and replace it with a parameter and then call that function, you will send through the difference as the parameter. For example, when declaring the function you will call it calculate(crystalParameter) and anywhere you are using the crystal (i.e. crystalVal1, crystalVal2, etc) you will use crystalParameter instead. Then when calling the function it will be calculate(crystalVal1) or calculate(crystalVal2), etc. Also, I don't think you need to allert every time the user clicks. You should just update the screen with the current user score. Finally, you aren't updating the losses column. You want to make sure you're giving enough time to work on these homework assignments and not waiting until the last minute.					
ucf0328-0329 (bootcampspot)	Also, your heroku didn't work because your file name was incorrect with your index.php. In fact, your index.html is actually called index.html.html so because of that it didn't link up. Make sure you are going over the heroku steps PDF available here: https://github.com/UCF-Coding-Boot-Camp/03-16-Class-Content/blob/master/0329-tth-class-content/02-bootstrap-heroku/2.1/Supplemental/HerokuGuide/HerokuSteps.pdf					
ucf0328-0329 (bootcampspot)	Still working on attack button to make it fully interactive					
ucf0328-0329 (bootcampspot)	Make sure you're devoting enough time to the homework assignments. I see your first commit was 1:39pm on the day the assignment was due. If you work on it a bit at a time for a few days, you will see a drastic improvement. You know this stuff! Just need to devote a little more time and planning to get it there! Also, you should be using the command line to push your work up to github and not uploading directly using the UI. Most every job you work will have some variation of using the command line					
ucf0328-0329 (bootcampspot)	Fantastic job!! You said it yourself with the redundancy but keep working at it and try to see what you have in common and create a new function that uses parameters to make up the difference between the click handlers. Take a look at the solution to see how it was done but great job overall!!					
ucf0328-0329 (bootcampspot)	Great job on this! You only had two functions and it works perfectly! My only suggestion would be to try to re-write this when you can as an object with no global variables. Also, when submitting your github link, please use the link directly to the repo (https://github.com/Dborns/week-4-game in this case). Great job!					
ucf0328-0329 (bootcampspot)	Good job on your homework. I fixed the wins, loss and alert functionality and I left comments throughout your code. Look at this link: https://gist.github.com/carolinapowers/cabfe0bd790bb63505c803000251b1e6 . And, let me know if you have any questions.					

ucf0328-0329 (bootcampspot)	Great job Sheli! The only missing piece is the reset function which you can create to run after the numbers match or 'your number' is higher than 'computer number'. By writing a function that just sets the scores back to 0 should fix your only issue. Great job!! Great progress!					
(0000 0000 (1 )	Great job with this! It works as designed! My only suggestion would be you can cut down the amount of click handlers you've created by giving them all the same class and use that class' click handler. Using \$(this) give you the exact one you clicked on and you can go from there. That will cut your click handlers down by 3/4. Come see me if you need					
ucf0328-0329 (bootcampspot)	more explanation on this. Great job!					
ucf0328-0329 (bootcampspot)	Great use of bootstrap! Excellent font choice. I'd like to see you dynamically create the characters (buttons, images) rather than having them statically coded within your HTML. Good use of an object to contain your game logic. I'd like to see consistent spacing throughout your code. Consider adding logic to prevent the user from clicking the same character twice.					
ucf0328-0329 (bootcampspot)	Great use of bootstrap and google fonts! I'd like to see consistent spacing throughout your code. Good use of functions to separate concern. This is a great homework submission!					
ucf0328-0329 (bootcampspot)	I'd like to see you start working one homework assignments earlier in the week. You've provided a great start, incorporating Bootstrap and Google Fonts.					
ucf0328-0329 (bootcampspot)	This looks great! Try to commit a little more often.					
ucf0328-0329 (bootcampspot)	I'd like to see more git commits (at least 10) to see how your progressing through the build of the game. The game looks great! It seems to work to a certain extent but the logic seems to stop once you've either loss or won. There needs to be some sort of reset function to reset the game once a player wins or losses. \n					
ucf0328-0329 (bootcampspot)	I added the loop as a function within the object as Ari said (thanks!) and it works great. But it keeps going pas the cut-off number. I must have some syntax error I'm over looking.					
ucf0328-0329 (bootcampspot)	(Crystal) Great use of an object to contain your game. Great use of bootstrap. Once I've guessed the magic number (win), any subsequent clicks result in a additional loss. The replay button remains hidden and I'm not able to start a new game. Line 94 of your game, is isn't working due to being outside the confines of your on click (which means it only runs once).					
ucf0328-0329 (bootcampspot)	Great use of bootstrap and audio. Nice clean logic but, I'd like to see consistent spacing throughout your code. I'd also like to see your reference your characters objects directly rather than copying each characters' properties into data attributes. Great work overall!					
ucf0328-0329 (bootcampspot)	Great design and use of bootstrap! Nice clean logic but, I'd like to see consistent spacing in your code. Good use of functions to separate concerns. In the future, I'd like to see one on-click handler for buttons that are related (in this case, the crystals), then use attributes (class, data, etc.) to discern logic. This way, you have less repeat code.					
ucf0328-0329 (bootcampspot)	I'd like to see you dynamically create characters (images, buttons) from javascript rather than having them static coded within your HTML. Good use of dynamic classes and \this\". Don't get into the habit of starting your variables with underscore. Great use of dynamic selectors!! (\$(\psi \psi_defenderClicked), etc.) "					
ucf0328-0329 (bootcampspot)	Fantastic theme and amazing dialog! Good use of transform/transition on character deaths! Great use of Google Fonts! Good inclusion of Bootstrap but, rely on it more for your layout (row/col is missing from your #gameboard). I'd like to see more consistent spacing throughout your code. Great use of and game object and referencing Ithis!". Consider preventing the user from selecting the same character twice. I'd also like to see you dynamically create characters using javascript, rather than having them hard coded within your HTML. Overall, this is amazing!"					
ucf0328-0329 (bootcampspot)	Great job with this!! I didn't get a chance to check your 2nd submission but your first one is spot on! See how much easier clean code is to manage?? I'd suggest (if you have time) you cut your losses on your other one and start from scratch with it. You'd be amazed how much faster (and more stable) you can make something when you write it for the 2nd or 3rd time. As counter intuitive as this seems, its easier to rewrite than to hack at unorganized code. You'll learn a lot more the 2nd time around.					
ucf0328-0329 (bootcampspot)	Great job on your homework. You only missed the restart functionality. I saw that you were trying to use the attribute onclick on your html page. Next time, keep it uniform As you were using jQuery to do something on click, you could/should have done the same for your reset button. Then, inside the restart/rest function, you should have to set the numbers printed to the screen back to 0 and then generate a random number again. I played with your code and did it for you and left comments. See it in this link: https://gist.github.com/carolinapowers/898a604915b9fc21669123f61b550e62 and let me know if you have any questions.					
ucf0328-0329 (bootcampspot)	Commit's look great! Needs a reset button to make it easier for the user to start over. Should be some messaging that say's you won or loss. Game goes back to choose an opponent without ever showing the final messaging. I think the logic seems a little off with the final if statements on the attack button click. Overall nice work!					
ucf0328-0329 (bootcampspot)	While i like that you are now starting to commit more often i would love it if you can give detail on what your commit is about for example instead of saying you are lost you can commit having bugs with this and that. It looks like you are missing a couple of things on javascript your obejct array syntax, for example it should be \n`var object = \n [item in array \"					
ucf0328-0329 (bootcampspot)	Mark please come to class before or after during office hours. Also, if you want you can request a 1on1. Also, based on Git it looks like you only worked on this on the 27th. The only way to get better and have the concepts stick is to practice coding.					
ucf0328-0329 (bootcampspot)	Great job on the git commits and comments. Bootstrap comes with it's own reset so you don't need to add the reset.css. You could probably use the "this" keyword and limit your click functions to just one. Overall great job!					

ucf0328-0329 (bootcampspot)	Devin sorry to here about your loss. If you need extra help please come in before or after class for office hours or set up a 1on1 by contacting Ricky C.					
ucf0328-0329 (bootcampspot)	Layout looks cool! Player and enemy selection work well. You also did a great job with Gif. There is no attack button to track points. There is also a lot of code commented out and the game doesn't seem to fully work. If the solution that was posted doesn't help you please come in for office hours before or after class.					
ucf0328-0329 (bootcampspot)	No problem that's how most of us start off. Also, be sure to Pseudocode the solution first. Similar to the exercises a few Saturday's ago when you wrote the vending and atm Pseudocode. I find Pseudocode helps me a lot. I think your progressing very well and doing great!					
ucf0328-0329 (bootcampspot)	Nice job on the game overall. Your git commits and comments look great keep that up. Overall the game looks good and I like that you know what you can improve on. If you are using bootstrap you don't need to add the reset.css, bootstrap comes with it's own. For the stuff you commented that you don't understand. That's adding data attributes to the html tags that you can then use to hook you JS to which most of that is then happening in your characters on click function.					
ucf0328-0329 (bootcampspot)	Great job on the assignment, I would have liked to see more comments and remember to utilize DRY code when you can. Keep up the good work.					
ucf0328-0329 (bootcampspot)	Great job on your game. You met the requirements and did a great job executing your code. One thing to keep in mind is to remember to comment your code as much as possible. This will make it easier in the future if you ever have to com back to this code or if you are working with a team.					
ucf0328-0329 (bootcampspot)	There needs to be some feedback for the user when they are playing the game. I noticed that you do not notify when the game resets and the players wins or looses. Also, the game seems to reset itself before the total resets causing some confusion to the player. Finally always remember to submit your github link as well as your heroku link. Good Job.					
rut0125-0126 (qithub issues)	Nice work! Great layout and use of Bootstrap. Also great work with the code structure and overall logic.					
1010123-0120 (gittiub issues)	One thing I would do is comment code more consistently in your JS. I see you started off commenting well and then later on didn't do it as much.					
	Awesome job on the homework! Everything looked good and worked perfectly. I took a look at your code and was confused about one line \$(start +'>'+ toMove ).appendTo( \$(destination)) why did you add\$(destination) inside the () its a bit un orthodox does it work when you write it as (destination)?					
rut0125-0126 (github issues)	Also there are one set of brackets that have a semicolon in it. Clearly that isn't breaking your code but it make it cleared to simply delete it. Also in your css file you can change background-size to background-size to background-size to background image to be the full width. These are just some small things, overall you did a great job on the homework.					
rut0125-0126 (github issues)	Hey Greg nice work on the homework! Cool style:) I looked at your code and was very impressed. I liked you simply made the math.random javascript method into a constructor function. Great trick on refactoring it.					
	Please put your js code in a separate js file. Do the same for css code - put it in a css file.					
rut0125-0126 (github issues)	Also, make a separate repo for each hw assignment so than I can clone the repo and look at your code using my text editor.					
	When you edit and resubmit, I'll mark you down as having submitted the hw.					
rut0125-0126 (github issues)	Nice job on the homework! The layout made the game really easy to play and I checked out your code nice work on using OOP concepts. I would create your code, but its professional grade stuff. Again amazing job!					
	Hey Jorge good job on the homework, but it doesn't work. I looked at your console and you have a few errors					
rut0125 0126 (github io)	Uncaught ReferenceError: startGame is not defined					
rut0125-0126 (github issues)	Uncaught SyntaxError: Unexpected token (					
	I think if you fix these errors you should be in good space					
	Great job overall. You've caught up and are ahead of the pack. I'm proud of you.					
	Way to load the js file at the bottom of your htm file! Awesome job.  Your game.js file is structured perfectly. you are such a boss!					
rut0125-0126 (github issues)	A few questions:					
],	·					
	What is the script tag on line 56 of your index.html file?      What is the index files folder?					
	What is the index_files folder?  In your gemClick function, why do you call the winst osses function at the end of every.					
	3. In your gemClick function, why do you call the winsLosses function at the end of every click function? Do you need it?					

	Also, remember to include a document.ready function in your js file (when it's necessary) It ensures that your page will load with the necessary content as soon as the user goes to the page.					
rut0125-0126 (github issues)	It looks like your game doesn't work and you have errors in your console. I'd work on fixing those console issues and then go through the process of making your game work. Its tough to get into the mindset when trying to code you really got to think it terms of steps always starting with "what do I want to do first?" How do you feel about JavaScript? Do you have any questions about it?					
rut0125-0126 (github issues)	Hey Zintis, great job on the homework! I looked at your code and what I like about it is you can tell that you are testing each line as you go along and making sure you know exactly what's going on where. I'm the same way I go piece by piece when I write code though sometimes my code isn't the prettiest thing in the world, but I know EXACTLY what is happening where. I have one other comment on the way it looksmaybe you could make a start button an actual button to make it more prominent for the user. Other than that great job!					
	This is great! I like your take on the assignment.					
	And great use of bootstrap. Way to make the page responsive.					
rut0125-0126 (github issues)	Start putting your js in a different file. You can put it in the game.js file that's in the assets/javascript folder. In your html file, you could add a script tag at the end of the file, just before the closing  tag. It would look like this: <script src="javascript/game.js"></script>					
	Your code is well-structured but difficult to read/navigate because it's poorly indented. Indent one space to indicate nested elements/functions/etc. Styling in your js files is NOT arbitrary. Properly indent your code and use semi-colons to make it easy to read. Without "grammar", it's difficult to understand what your intentions are and it's hard to find issues with your code. You have a hanging					
rut0125-0126 (github issues)	Good job on the homework! Two things I liked was the concept of the game and they way you structured your code. Adding comments helped navigation your code a lot easier. Did you ever think about creating functionality for the chips?					
rut0125-0126 (github issues)	Nice job on the homework! Your code looks clean and I liked that you went above and beyond with animation and audio. From the looks of it you seem to have a great grasp of jquery/javascripthow do you feel about it?					
rut0125-0126 (github issues)	Nice job on the h/w! How was your experience working on this project? What was exciting and what was frustrating about the project?					
	Awesome job, I like the styling of your app; it's appropriate for this game.					
	Overall, your code is really clean and concise.					
	Here are a few tips/suggestions:					
	consult this style guide (http://www.w3schools.com/js/js_conventions.asp) for tips on how to properly indent your code. Of course, each company that you work for will have slightly different standards for how to style your code, but our guide offers the basics. Proper spacing and indentation are really important and it's one of the first things employers look for when they're perusing your github repos.					
m.+0425_0426 (##huh iaguas)	One thing that you should consider when defining/calling functions is syntax. In your code, you write:					
rut0125-0126 (github issues)						
		var compare = f				
		doSomething()				
		}				
	the control of the first things of the control of t					
	when you write a function this way, you can't call it elsewhere. This is known as hoisting. You don't run into any issues in your code, but you would've had you needed to use the compare function anywhere else. Check out this stackoverflow conversation: http://stackoverflow.com/questions/336859/var-functionname-function-vs-function-functionname					
	Also, look at the click events for each of the 4 crystals. To make it more dry, I would use a four loop, because the click function is doing the same exact thing for each of the crystals. The same is true for the code that you use to randomly generate numbers for each of the four crystals. Use a for loop for that as well.					
m #0405 0406 / million to the control of the contro	Great start and your code is almost there. Your logic is on the right track and I only see a few things that are preventing the game from working 100% correctly.					
rut0125-0126 (github issues)						
	Code to look into:					

	1					
	1) You are calling the number() function in the number() function. This will keep calling it perpetually unless you give it a reason (code) that tells it not to.					
	https://github.com/Negron07/Week-4-Game-/blob/master/assets/javascript/game.js#L69					
	2) Your game never ends because you never check the user score whenever a crystal is clicked. You'll want to do this to check the score each time then run your gameOver() function when needed.					
	Nice work! Game works as intended and your code is clean and functional. I liked the fact that you used functions to contain code used multiple times. This is the main purpose of functions so glad to see that you understood and applied this.					
	One thing to note:					
rut0125-0126 (github issues)	There is no need to assign a value to your coinValue variables initially. You can just declare them.					
	See: https://github.com/LouRitter/week-4- game/blob/master/assets/javascript/game.js#L6-L9					
	You can just initialize them with 'ver eqin\/alua1' or 'ver eqin\/alua1 = 0'. That way you					
	You can just initialize them with 'var coinValue1;' or 'var coinValue1 = 0;' That way you are not running the Random Number excessively.					
rut0125-0126 (github issues)	Great job on the homework! Everything works perfectly and stylistically as a user I found it easy to figure out. Good job!					
	Awesome job. I love the video addition. If you're ever looking for work to do, try adding an AJAX call so that a different video plays every time the game is reset.					
	One thing I would do is put the body of your html code into a div="container" so that you can make the code responsive.					
rut0125-0126 (github issues)						
	If I had to critique one thing about your code it would be the click events for each of the 4 crystals. To make it more dry, I would use a four loop, because the click function is doing the same exact thing for each of the crystals.					
	Otherwise, this is great!					
	Great work and nice to see you actually used the audio! Good work with commenting and code organization.					
rut0125-0126 (github issues)	One thing to note to make your code more efficient is at: https://github.com/jcarless/crystalgame/blob/master/assets/javascript/game.js#L18-L23					
	4) le te use the letter!// function instead of anoth// and anneal// terether					
rut0125-0126 (github issues)	Is to use the .html() function instead of empty() and append() together.     You can use compound selectors like `\$("div, span, p.myClass").html("red",					
rut0125-0126 (github issues)	"change" ); Awesome job on the game everything worked perfectly! In addition I found the game to					
(g.a.iab ibbaco)	very creative what game are those characters from?  Liked the integration with Bootstrap and the animations you used. Its good to see you					
	going the extra mile.					
mit013E 0136 (=ith::h i==::)	Things to note:					
rut0125-0126 (github issues)	Use objects! This would have saved from writing so much code and also probably would help you solve the issue with the game not working properly except with Lord Sidious.					
	When you have so much code comment it so that it is understandable.					
	Great work! Game works well and its good to see you combining your own CSS with					
	Bootstrap.					
rut0125-0126 (github issues)	One thing to note is that your should now try to remove your JS from the html file, and store them in an assets folder. Same with the css file, put it in an assets folder. This will help you when working with multiple JS or CSS files or large JS code Otherwise good job.					
	Hey Neena, great job on the homework, but it doesn't work. I checked the console and this is the error I would received.					
rut0125-0126 (github issues)	Uncaught ReferenceError: \$ is not defined					
	This isn't a huge error, but I think once you fix it you should be in good shape.					
rut0125-0126 (github issues)	Great job on the game! I have some suggestions on your code. I found that there was a part that could be refactored This function for example					
	var updateAddition = function (){					
	-					

		1							
		\$('.addition').em							
		\$('.addition').app							
		\$('#wins').empty	-						
		\$('#wins').apper	d(wins);						
		\$('#losses').emp	ty();						
		\$('#losses').app	end(losses);						
	}								
	You could have cleared out everything using multiper selectors https://api.jquery.com/multiple-selector/ and simply set that to empty and then use multiper selectors again to append it to zero.								
	Beyond that everything works and looks good. Good job!								
	Hey Dan, this is a great start. Here are a few tips:								
	to generate a random number for each crystal, look at this link. It explains each line of the code:								
		https://develope	r.mozilla.org/en-U	S/docs/Web/Jav	aScript/Reference	ce/Global_Objects	s/Math/random		
	this is the easiest way to generate a random number:								
		Math.floor(Math	.random() * (12 - 1	**					
			12 is the maximu	ım number (excl	usive), "1" is the	minimum number	(inclusive)		
rut0125-0126 (github issues)									
	if you use the same formula for all four crystals, it'll be easier to generate four random numbers everytime you start a new game								
	The state of the s								
	You'd also use the same formula to generate a random number for "Total score" column. Of course, you'd have to change the formula a bit to generate a number between 1 and 120.								
	Once you have that logic working, you could move on to adding to the total score every time a gem is clicked.								
	That is the framework for the assignment.								
	Your code is well-structured but difficult to read/navigate because it's poorly indented. Indent one space to indicate nested elements/functions/etc. I included a doc called AlsGame.js that has your code properly indented. Styling in your js files is NOT arbitrary. Properly indent your code and use semi-colons to make it easy to read. Without "grammar", it's difficult to understand what your intentions are and it's hard to find issues with your code.								
rut0125-0126 (github issues)									
(9.0.100 100000)	Otherwise, this is great. I like your take on the assignment.								
	If you get around to refactoring your code, look at the similarities between the click events (tyson, ali, george, frazier). It's possible to make refactor the code to make it more D.R.Y. If each click event function has the same steps, how can you write this code so that there's less code?	è							
	Nice work! Good choice using an object for the characters. Your code is compact and efficient, which is awesome.								
rut0125-0126 (github issues)									
	One thing to note is to comment your code, especially your JS. It makes following it for you and future colleagues easier, as well as in debugging when you need to.								
	Siiiiick. Great job!								
	You're the silent killer of the class. You've caught way up and are ahead of the pack.								
	Way to load the js file at the bottom of your htm file! Awesome job.								
rut0125-0126 (github issues)	Your game is file is structured perfectly, you are such a boss!								
(gittiub issues)	Total garrie.jo lile is structured periectly, you are such a boss:								
	Now that you've got the process down, look at the similarities between the click events for each of the crystals. It's possible to make refactor the code to make it more D.R.Y. If each click event function has the same steps, how can you write this code so that there's less code? Hint: (for loops). When you have time, use a for loop to create "savedNum" 1 through 4 for each crystal. You could go even farther and create another for loop so that the same thing happens when you click on each button.								

	You got this. Great job.									
	Great start! Your game works for the first player but keeps looping through the alert. I even got an alert after I went to google.com!									
	oran garan alan alan alan man ta gaagia.aanii									
	Some things to Note:									
	1) To help trouble shoot your code I would suggest making your functions smaller. Don't put so much code in one particular function but rather smaller functions that have a specific task. See https://github.com/waltdakind/week-4-									
rut0125-0126 (github issues)	game/blob/master/assets/javascript/game.js#L119									
,										
	2) Your code is looping over and over because your are calling anotherRound() over and									
	over in this while loop https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L199-L201									
	and it keeps running because of the else if clause you have allows it to do so if the value									
	is less than 0									
	https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L208									
	check out the instructions on how to upload to Heroku. Let me know if you're still having trouble with this.									
		https://slack-files	.com/files-pri-safe	e/T0J8XK2Q3-F0	LFFPL1X/herok	usteps.pdf?c=145	8692604-adec4e	005ef4b8e1b3e4	cb0228f5a223ff4	5fcf2
ut0125-0126 (github issues)										
	based on what you have so far, I can see that you can make this code more D.R.Y. All of									
	the "hover" events and all of the "click" events are doing the same things. You could execute the functionality using for loops instead of writing out the same code for each									
rut0125-0126 (github issues)	element.									
	Otherwise, great job. The UI is awesome. In the future, I would focus on getting the logic done before spending lots of time on the front-end design.									
	defice belief openating lots of time on the front end design.									
	Lastly, you can abstract your js files even more by putting all of your Audio files/variables									
	into one js file called "audio.js" and linking to it in your html file.									
	Nice work! Game works as intended and your code is clean and functional. I liked the fact that you used functions to contain code used multiple times. This is the main									
	purpose of functions so glad to see that you understood and applied this.									
	One thing to note:									
rut0125-0126 (github issues)	There is no need to assign a value to your coinValue variables initially. You can just									
	declare them.									
	See: https://github.com/LouRitter/week-4- game/blob/master/assets/javascript/game.js#L6-L9									
	You can just initialize them with 'var coinValue1;' or 'var coinValue1 = 0;' That way you are not running the Random Number excessively.									
	Haha I see what ya did there! Good job.									
rut0125-0126 (github issues)	Miss ish on the ends on well it leads well expected which is seen if the life of the									
	Nice job on the code as well it looks well organized which is good! Its kind of touching on some advanced concepts. I would bring those variables at the top inside the									
	document.ready function just for consistency it shouldn't break your code in any way.									
	Awesome job overall! Your code is really elegant and easy to read. Your future co- workers are going to love you.									
	A few things:									
	Look at your file structure. Rename the "homework4" folder to make it more									
	syntactically correct.									
	2. Now that you've got the process down, look at the similarities between the click events for each of the crystals. It's possible to make refactor the code to make it more D.R.Y. If									
rut0125-0126 (github issues)	leach click event function has the same steps, how can you write this code so that there's									
	less code? Hint: (for loops).  When you have time, use a for loop to									
	יייונוו אָסע וומיפ עווופ, עושר מ וווייינון ווייינון אייינון איינון אייינון איינון	1 generate a rar	dom number for	each cryetal and						
		-	able associated w	•						
	You could go even farther and create another for loop so that the same thing happens	E. Harrie the valle	abie associated W	iai tilat lalluulli l	iumber.					
	when you click on each button.									
	And great use of bootstrap. Way to make the page responsive.									