

COHORT	HW COMMENT(S) / FEEDBACK								
ucf0328-0329 (bootcampspot)	Excellent Job! Nice work on Github commits and comments also!								
ucf0328-0329 (bootcampspot)	Looks like you forgot the timer and have a few missing logic pieces. Please message me on slack so we can discuss how to fix this and what you were having problems with.								
ucf0328-0329 (bootcampspot)	Awsome work. I know you got the logic down, so I would love it if you could try and get a little bit more down style wise. I use [This Website								
ucf0328-0329 (bootcampspot)	Robert, grading your homework is like grading a work of art! Great job!! My only suggestion to you is to use jquery to make your dom elements as you are currently just using vanilla javascript. For example, on line 120 you are using var li_added = document.createElement('li') where you can use var li_added = \$(`<li>`). (I had to put a space because of the formatting of bootcampspot but there is no space between the < and the li ) By just passing a string with an element tag, you will create the element just as you would with the vanilla javascript. Otherwise, FANTASTIC job!! Keep it up! Your code is clean and very well commented.								
ucf0328-0329 (bootcampspot)	Great job with this Pinar! I really like how organized your code was and how each function only did one thing. It's a very smart way to work! My only suggestion would be to use jquery to keep all of your javascript in your JS file. You are using onclick attributes which work fine, but it makes it easier to debug if all of your code is in your JS and html is just markup. I know you have questions on jquery that we will go over on Saturday so bring questions to ask. Also, you have a lot of repeat code when it comes time to processing the answers to the questions. If the only differences are the selector IDs then you can pass those through as a parameter instead of repeating the entire code block. Otherwise, great job!								
ucf0328-0329 (bootcampspot)	Good job with this assignment! I did find a few bugs that seemed to come from being able to still select answers after I have selected one. What I mean by that is, say for the first answer I answer Neptune and it says the answer was incorrect, I can still pick Venus or any of the other answers. That causes the next question to be skipped and the timer to get all wonky. Perhaps figure out a way to disable the answers to avoid this. Always assume the user is out to break your app or at the very least is very dumb. Also when I let the time run out, it says 'The correct answer is:' and doesn't provide the answer. Otherwise great job!!								
ucf0328-0329 (bootcampspot)	Great job on this for the most part! The game works outside of what you already know which is the questions advancing after time runs out. The reason for this is not having anything in your next() function declaration that gets called after time runs out. You should also try to avoid putting click handlers inside of functions because then they will only be created when that function gets called. You have a lot of repeat code in here as well so try to extract all of the similarities into a function and then pass through parameters for the differences. You can use an incriminator that will ++ after each question is answered (correctly or otherwise) to keep track of what question you're currently on and then using that you can know what parameters to pass through to the function I mentioned before. If you're having a problem understanding how to create the functions for multiple uses, please come and see us and we can help you understand. Good job!								
ucf0328-0329 (bootcampspot)	We have office hours 45min before class and 30min after during the week as well as time during our Saturday class if you'd ever like us to review your working code. Reach out to us and we will help you!								
ucf0328-0329 (bootcampspot)	Great job on this assignment for the most part. A few things of note: You have a start button that triggers the run() function but then you are calling the run() function on line 47 as well. This will start the timer but clicking start again will double up the timer and make it go twice as fast as well as cause you to go into the negative time. (I got all the way to -87). A suggestion for this would be to either disable or remove the Start button when you call the run() function. Also, looks like your Done button doesn't really do anything other than check all questions have been answered. Where are you checking the answers? Other than those couple of things, you did a good job!								
ucf0328-0329 (bootcampspot)	Great job with this! I like how you made each function just do one thing and you're calling them when you need to... you were 99% of the way there. I downloaded your code and all I had to do was call summary() in the stop function on line 66 after the clearInterval. So in essence what you're doing is stopping the timer then doing the same function you call after all of the questions are answered. My only suggestion would be to also add a 'questions remaining' section and decrement that each time you pull up a new question. Otherwise Great job!!								
ucf0328-0329 (bootcampspot)	Good job overall! Looks like you had some syntax issues. I removed an extra } you had where it was breaking at first and then uncommented your incorrect answers else statement (and added another } there as well) and I got it to work! Drop this code over yours and it will work: <a href="https://gist.github.com/AriGonzo/34d4ec2dba8c7e49de4896d6e5c15bec">https://gist.github.com/AriGonzo/34d4ec2dba8c7e49de4896d6e5c15bec</a> A few problems I saw: You are setting a LOT of different timers. It caused some issues when I answered questions incorrectly (or correctly). I started getting the timer to jump all over the place and even go into negative time. Just use one timer that you set to a variable (hint hint, everything should be in one object and you can clear/reset that timer). Also, when time ran out, it didn't skip to the next question. Looks like you never called the function you do after answering questions. Last comment, try to make your function names a bit more descriptive about what its doing. Always imagine you're writing code for the next person that reads it. Overall, great job and I love the gifs! (that's with a hard G)								
ucf0328-0329 (bootcampspot)	Great job! And great use of gifs... the reason your offset isn't working is because you set a CSS rule (#questions) with a margin of 10px. Removing that will give you desired result. Great job! Keep up the good work!								
ucf0328-0329 (bootcampspot)	Dawn, when you have time, please go over the pseudo code and try to code the functionality for those steps. Good job pseudo coding. Just make sure to follow up next time. :)								

ucf0328-0329 (bootcampspot)	I'm sorry you didn't have time. Let us know if you get it done and we might go back to look over it if we have time. Your site is looking good and your code seems to be well structured. The onyl suggestion I have at this moment is to add `var` before your quiz array, like this: var quiz = [...]							
ucf0328-0329 (bootcampspot)	Erik, I see in your code that you had some logic going on. My suggestion is to pseudo code before you start coding and then make sure to code each one of the steps in the order they should work. Only go to the next functionality once the first one works. If you keep coding without checking if it's working, you could break something that becomes too hard to identify. Debug as you go....							
ucf0328-0329 (bootcampspot)	Please let us know what's preventing you from uploading to Heroku. Make sure to check the console, I see some errors that are preventing your game from working correctly ('Uncaught ReferenceError: ans is not defined'). Instead of using a switch statement to place your answers, you can dynamically select elements by concatenating within your `for` loop. Example: <code>`n` `n\$(`#ans`+ x).html(question.userAnswer[x`</code>							
ucf0328-0329 (bootcampspot)	Thanks for the disclaimer. It helps us to know that you need help. Good job on trying to understand the code you found. That's a first good step to write your own code. Unfortunately the code you found didn't allow you to practice timers. JavaScript is hard and it requires exposure to solutions to be able to write your own. Make sure to look at the solved homework to understand other ways to accomplish the trivia game. Also, don't be afraid to ask for help. That's part of a developer's life. Maybe you can set up 1:1 office hours so one of us can help you.							
ucf0328-0329 (bootcampspot)	Good job on your homework. I actually had a lot of fun playing it. :) You were on the right track... Just make sure to finish the part you didn't do when you have some time.							
ucf0328-0329 (bootcampspot)	Great job on your homework!							
ucf0328-0329 (bootcampspot)	This is a fantastic start!! Great use of CSS, Bootstrap, Google Fonts and objects in javascript. Your code is well organized and consistently spaced (for the most part). I'd like to see you complete this assignment. Please reach out (via Slack, email or in person) if you feel stuck when working on homework!							
ucf0328-0329 (bootcampspot)	Great use of javascript objects to hold your questions, answers and images. Good separation of concern within your functions. I wouldn't get into the habit of mixing vanilla javascript and jQuery. If you're using jQuery, we shouldn't see <code>'document.getElementById()' usage.</code> In your `nextQuest` function, consider using a `for` loop for answers. This will allow you to have any number of answers per question. I'd like to see the timer working and counting down per question. Make sure your line spacing is consistent throughout your files. This will help in identifying missing brackets or HTML closing tags. Overall, nice work! Also, make sure to check your image references as they are case-sensitive. `neo.JPG` is not the same as `neo.jpg` 							
ucf0328-0329 (bootcampspot)	Great job on your homework! The only problem is that it wasn't deployed to Heroku correctly. Next time, make sure to double check the Heroku link to see if it's working there. If it's not, we have to figure out what's going wrong.							
ucf0328-0329 (bootcampspot)	Great job on your homework! Your code looks very good tool The only suggestion I'd have is to reduce the time between saying that the answer was right or wrong and the next question.							
ucf0328-0329 (bootcampspot)	Your Trivia idea is great! Unfortunately, the homework was a great opportunity to practice JavaScript Timers and you did not have timers in it. Also, I see in your code a lot of things that we haven't covered in class. Just make sure you understand that code as well. :)							
ucf0328-0329 (bootcampspot)	It looks as if any selected answer is considered wrong due to how the answers are being generated. When assigning value, we didn't break the string context, therefore all the values are literally <code>` + i + `.` The above should instead be (notice the single quote before and after ` + ` )</code>							
ucf0328-0329 (bootcampspot)	This is fantastic! Great use of a custom font. I'd consider keeping your line spacing and indentations consistent. I'd like to see you rely on `correctAnswer` or `correctIndex`, rather than both. Good use of the `trivia` object to isolate functions and game logic.							
ucf0328-0329 (bootcampspot)	Great use of the `app` object to contain game logic and functions. Instead of `pos1`, `pos2`, etc. I'd like to see you use an array. I'd consider keeping your line spacing and indentations consistent. Try breaking out duplicated code into separate functions (lots of repeat code in `answersCorrect` and `answersWrong`). Overall great work! Keep it up!							
ucf0328-0329 (bootcampspot)	Great job with this!! Your code is also clean and organized! The next step would be to make all of your methods and properties into an object and call them via the click handlers. Great job!							
ucf0328-0329 (bootcampspot)	Still have some errors in the timing of the game!							
ucf0328-0329 (bootcampspot)	Good attempt here but I think you may have made it a bit more complicated than you should have and its causing for some faulty logic. For starters, you are calling app.game to begin with that has a for loop. This for loop is actually calling the app.newQuestion 10 times in a row right off the bat. This looks like its causing your last question to be the first one to appear. You will only want to call `app.newQuestion()` just when you are ready to call that next question. Because of this, when I uncommented out line 56 (which is where that .html() update needs to happen) it is causing some very interesting results (timer jumping all over the place). Try to rethink your logic and follow the path to make sure everything is firing when you want it to. If you have more questions, come and see us!							
ucf0328-0329 (bootcampspot)	Not sure what happened here but there is nothing in this repo. When I looked at the commit's there was some code but looks like it was all removed on 5/9. Try to resubmit and we can still give feed back if it's with in a few days. Also, It looks like you spent 3 days working on it. The only way to learn this stuff is through practice. If you can, push to spend more working on the homework.							

ucf0328-0329 (bootcampspot)	If you would like come in before class Monday / Wednesday with a list of concepts you would like to review and we can go over them.								
ucf0328-0329 (bootcampspot)	It looks like you put some effort on to your assignment and that is awesome! One thing i would like to point out is that when changing the font color make sure that it is a color that is easily readable. The current one you have is black and is against a blurry black background. Your commits need to be more defined remember that this are private repos and your potential employer might want to look at your commit history and having commits like "Just to turn something in" won't look well. So if you have an error just say "bug [explanation]"								
ucf0328-0329 (bootcampspot)	Awesome Job!! great game you have one bug where when you show the answer i can click on another answering and the clock starts going haywire. Your commits are great but potential employers might want to see them so make sure they are a bit more professional and to the point.								
ucf0328-0329 (bootcampspot)	Awesome Job! looks like you know what you are doing and you are doing great with logic. It doesn't tell you how which ones are correct and wrong but overall i don't have much to comment on and that is a great thing.								
ucf0328-0329 (bootcampspot)	Awesome work. I would like it if you start committing a bit more often.								
ucf0328-0329 (bootcampspot)	Awesome work i would like if you start committing a bit more often. Seems to work but you only have a few question i see how ever you get how is suppose to work.								
ucf0328-0329 (bootcampspot)	Good job with the questions logic. The basic functionality is there. After win / lose the clock shows NaN. Doesn't look like you added any JS for the Start/Stop/Reset. Add some margin bottom so the questions at the bottom are stuck to the bottom of browser window. Doesn't look like you need the wrong choices array... If it's not the answer from your first array then it's wrong.								
ucf0328-0329 (bootcampspot)	Awesome work i see that you put in a lot of effort i know you got the logic down so, i would love it if you can spend a bit more time on your styles i used this site to get inspired on how my website could look <a href="#">[this site]</a>								
ucf0328-0329 (bootcampspot)	Also please don't stretch the images if it doesn't fit where you need it try to find one that is bigger. It is easier to make something bigger and then make it smaller. then trying to stretch it								
ucf0328-0329 (bootcampspot)	This looks great! Was fun to play too. Noticed that the timer continues to count negatively even after it's timed out. It looks like it may be due to the console error your getting for choices not being defined. Check your syntax and variable scope. Also, from a design perspective you wouldn't want that scroll bar in the center of the page. Look at any overflow CSS properties your using.								
ucf0328-0329 (bootcampspot)	This looks great! Try to commit to Git more often.								
ucf0328-0329 (bootcampspot)	This looks good. logic works well but does break if the question times out. You also no longer get questions you seem to get stuck in a loop. If you look at the console you you're getting some undefined variable errors after it times out. Check you syntax and scope of those references. Please utilize git and commit and comment more often. Remember employers are going to look at this.								
ucf0328-0329 (bootcampspot)	Please push all homework to Heroku. If you need help with Git or Heroku please come before or after class so we can assist you.								
ucf0328-0329 (bootcampspot)	Overall this looks good. The timing should have been set to 30 second count down. Take a look at the console your calling a function that doesn't exist. Try to spend more time on the homework if you can. Git shows you worked on this for 3 days. Also, please try to commit more and use comments that are concise and explain what you did. Remember a lot of employers will review your Git.								
ucf0328-0329 (bootcampspot)	Great job on your assignment. It worked perfectly. Keep in mind to always make meaningful comments throughout your code. This will be super important when you work with you future team. Also, make your function names meaningful, I saw one called increment, however the first thing you were doing was decrementing, just confusing to read. Great Job! Keep up the good work.								
ucf0328-0329 (bootcampspot)	Brittany, nothing is in your github repo. If this is in error you need to come talk to me or one of the TAs.								
ucf0328-0329 (bootcampspot)	Great job on the code, everything was well placed, and easily readable. Always remember to add in comments, i know you have some in there but the more you add the better your code will be. The game was fun, i enjoyed guessing the football teams. Good work.								
ucf0328-0329 (bootcampspot)	Please remember to comment your code. By commenting your code it will help you to understand it through your process, and helping you to provide information to your team. I think you did a good job and i enjoyed the blue quiz. Also when you submit your work please remember to submit your heroku link too. Great job.								
ucf0328-0329 (bootcampspot)	You need to comment your code, this will help you to understand it as you code and also help your team to understand whats going on. There were some issues with indentation and a few errors. I was unable to get your code to run the timer didn't start and the questions didn't seem to work. With a little polish i think this would work great.								
rut0125-0126 (github issues)	Hi Allen,								
	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?								
	Peter								

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	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.							
	Peter							
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	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 looks...maybe you could make a start button an actual button to make it more prominent for the user. Other than that great job!							
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	Hey Neena, great job on the homework, but it doesn't work. I checked the console and this is the error I would received.							
	Uncaught ReferenceError: \$ is not defined							
	This isn't a huge error, but I think once you fix it you should be in good shape.							
	Peter							
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	Great work and nice to see you actually used the audio! Good work with commenting and code organization.							
	One thing to note to make your code more efficient is at: <a href="https://github.com/jcarless/crystalgame/blob/master/assets/javascript/game.js#L18-L23">https://github.com/jcarless/crystalgame/blob/master/assets/javascript/game.js#L18-L23</a>							
	1) Is to use the .html() function instead of empty() and append() together.							
	2) You can use compound selectors like `\$( "div, span, p.myClass" ).html( "red", "change" );`							
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	Hi Analben,							
	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 ({							
		\$('.addition').empty();						
		\$('.addition').append(addition);						
		\$('#wins').empty();						
		\$('#wins').append(wins);						
		\$('#losses').empty();						
		\$('#losses').append(losses);						
	}							
	You could have cleared out everything using multiper selectors <a href="https://api.jquery.com/multiple-selector/">https://api.jquery.com/multiple-selector/</a> 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!							
	Peter							
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	Hey Jorge good job on the homework, but it doesn't work. I looked at your console and you have a few errors							
	Uncaught ReferenceError: startGame is not defined							
	Uncaught SyntaxError: Unexpected token (							
	I think if you fix these errors you should be in good space							

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	Hey Andrew,							
	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)?							
	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:100% to get that background image to be the full width. These are just some small things, overall you did a great job on the homework.							
	Peter							
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	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.							
	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?							
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	Great work! Game works well and its good to see you combining your own CSS with Bootstrap.							
	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.							
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	Hi Jasmine,							
	Great job on the homework! Everything works perfectly and stylistically as a user I found it easy to figure out. Good job!							
	Peter							
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	Please put your js code in a separate js file. Do the same for css code - put it in a css file.							
	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.							
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	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:							
	There is no need to assign a value to your coinValue variables initially. You can just declare them.							
	See: <a href="https://github.com/LouRitter/week-4-game/blob/master/assets/javascript/game.js#L6-L9">https://github.com/LouRitter/week-4-game/blob/master/assets/javascript/game.js#L6-L9</a>							
	You can just initialize them with `var coinValue1;` or `var coinValue1 = 0;` That way you are not running the Random Number excessively.							
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	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.							
	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!							
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	Hey Mauricio,							
	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?							
	Peter							
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	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.							
	Code to look into:							
	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.							
	<a href="https://github.com/Negron07/Week-4-Game/blob/master/assets/javascript/game.js#L69">https://github.com/Negron07/Week-4-Game/blob/master/assets/javascript/game.js#L69</a>							
	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.							
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	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!							
	A few questions:							
	1. What is the script tag on line 56 of your index.html file?							
	2. What is the index_files folder?							
	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.							
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	Liked the integration with Bootstrap and the animations you used. Its good to see you going the extra mile.							
	Things to note:							
	1) 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.							
	2) When you have so much code comment it so that it is understandable.							
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	Hi Aisha,							

	Nice job on the h/w! How was your experience working on this project? What was exciting and what was frustrating about the project?							
	Peter							
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	Nice work! Good choice using an object for the characters. Your code is compact and efficient, which is awesome.							
	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.							
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	Hi Jacob,							
	Awesome job on the game everything worked perfectly! In addition I found the game to very creative... what game are those characters from?							
	Peter							
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	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:							
		<a href="https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/random">https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/random</a>						
	this is the easiest way to generate a random number:							
		Math.floor(Math.random() * (12 - 1)) + 1						
		12 is the maximum number (exclusive), "1" is the minimum number (inclusive)						
	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							
	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.							
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	Hey Steven,							
	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!							
	Peter							
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	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.							
	Your game.js file is structured perfectly. 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.							
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	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!							
	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 <a href="https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L119">https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L119</a>							
	2) Your code is looping over and over because your are calling anotherRound() over and over in this while loop <a href="https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L199-L201">https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L199-L201</a>							
	and it keeps running because of the else if clause you have allows it to do so if the value is less than 0...							
	<a href="https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L208">https://github.com/waltdakind/week-4-game/blob/master/assets/javascript/game.js#L208</a>							
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	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/javascript..how do you feel about it?							
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	Nice work! Great layout and use of Bootstrap. Also great work with the code structure and overall logic.							
	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.							
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	This is great! I like your take on the assignment.							
	And great use of bootstrap. Way to make the page responsive.							
	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 </body> 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							
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	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 ( <a href="http://www.w3schools.com/js/js_conventions.asp">http://www.w3schools.com/js/js_conventions.asp</a> ) 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.							
	One thing that you should consider when defining/calling functions is syntax. In your code, you write:							
		var compare = function(){ doSomething()...						
		}						
	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 <a href="http://stackoverflow.com/questions/336859/var-functionname-function-vs-function-functionname">stackoverflow conversation</a> : <a href="http://stackoverflow.com/questions/336859/var-functionname-function-vs-function-functionname">http://stackoverflow.com/questions/336859/var-functionname-function-vs-function-functionname</a>							
	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.							
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	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:							
	There is no need to assign a value to your coinValue variables initially. You can just declare them.							
	See: <a href="https://github.com/LouRitter/week-4-game/blob/master/assets/javascript/game.js#L6-L9">https://github.com/LouRitter/week-4-game/blob/master/assets/javascript/game.js#L6-L9</a>							
	You can just initialize them with `var coinValue1;` or `var coinValue1 = 0;` That way you are not running the Random Number excessively.							
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	Awesome job overall! Your code is really elegant and easy to read. Your future co-workers are going to love you.							
	A few things:							
	1. 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 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							
		1. generate a random number for each crystal and						
		2. name the variable associated with that random number.						
	You could go even farther and create another for loop so that the same thing happens when you click on each button.							
	And great use of bootstrap. Way to make the page responsive.							
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	Haha I see what ya did there! Good job.							
	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.							
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	check out the instructions on how to upload to Heroku. Let me know if you're still having trouble with this.							

		<a href="https://slack-files.com/files-pri-safe/T0J8XK2Q3-F0LFFPL1X/herokusteps.pdf?c=1458692604-adec4e005ef4b8e1b3e4cb0228f5a223ff45fcf2">https://slack-files.com/files-pri-safe/T0J8XK2Q3-F0LFFPL1X/herokusteps.pdf?c=1458692604-adec4e005ef4b8e1b3e4cb0228f5a223ff45fcf2</a>						
	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 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.							
	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.							
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