3.1.0   `Options`

183 specs, 0 failures, randomized with seed 20102   finished in 0.46s

function make_field16BtnVisActive
  should remove class .selectedSize of .field36Btn and add class .bg-fieldSizeBtn to .field36Btn
  should exist
  should add class .selectedSize to .field16Btn and remove class .bg-fieldSizeBtn from .field16Btn
  should remove class .selectedSize from .field8Btn and add class .bg-fieldSizeBtn to .field8Btn

function whoIsNext()

  if first move has not been made and ThisGameOpenedBy is Player1
    should call function setActivePlayer(currentPlayer)
    should set currentPlayer to Player1

  should exist

  if first move has been made and currentPlayer is Player1
    should call function setActivePlayer(currentPlayer)

  if first move has been made and currentPlayer is Player2
    should call function setActivePlayer(currentPlayer)

  if first move has not been made and ThisGameOpenedBy is Player2
    should set currentPlayer to Player2
    should call function setActivePlayer(currentPlayer)

function makeBtnActiveButStart
  should set stopBtnActive to false
  should exist
  should set fieldActive to false
  should remove .btnlocked from .field8Btn
  should remove class .btnlocked from .field16Btn
  should remove class .btnlocked from .enterPlayersBtn
  should add class .btnlocked to .stopBtn
  should remove class .btnlocked from .field36Btn
  should set btnActive to true

function checkNames

  if #nameFieldPlayer1Form or #nameFieldPlayer2Form have more than 8chars
    should call function popupCheckNames()
    should set $('.popupCheckNames').html() to 'Please fill in names with no more than 8 characters.'

  if #nameFieldPlayer1Form or #nameFieldPlayer2Form is empty
    should set $('.popupCheckNames').html() to 'Please fill in names
 in both fields.'
    should call function popupCheckNames()

  if #nameFieldPlayer1Form and #nameFieldPlayer2Form have different names
    should call function processNames()

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        should exist

    if #nameFieldPlayer1Form or #nameFieldPlayer2Form have same name
        should set $('.popupCheckNames').html() to 'Please provide different<br> names for each player.'
        should call function popupCheckNames()

  function changePlayer()

    if currentPlayer is Player1
        should set currentPlayer to Player2

    if currentPlayer is Player2
        should set currentPlayer to Player1

    should exist

  function processNames
    should exist

    steps for processing form values
        should assign value of namePlayer2 to $('namePlayer2Field').html()
        should assign value of #nameFieldPlayer2Form to namePlayer2
        should move #enterPlayersModal under playfield
        should assign value of namePlayer1 to $('namePlayer1Field').html()
        should assign value of #nameFieldPlayer1Form to namePlayer1
        should set #enterPlayersModal to opacity 0

  function popupCheckNames
    should move popupCheckNames above playfield before made visible
    should set popupCheckNames to opacity 1
    should exist
    should set popupCheckNames to opacity 0
    should move popupCheckNames under playfield

  function checkForMatch()

    if cards do NOT match
        should call function notMatched()

    if cards match
        should call function matched()
        should set fieldActive to false
        should find classesCard1 =classesCard2
        should have $('.taken .back').length of 2

    should exist

  function prepAndDeliverCardArray(num)

    if called as prepAndDeliverCardArray(36)
        should set currentCardArray = masterCardArray.concat();
        should create an array with length of 36 out of existent .back elements
        should assign the shuffeled class array to card array on playfield
        should call function to randomize card array

    if called as prepAndDeliverCardArray(16)
        should splice currentCardArray to 16 cards
        should create an array with length of 16 out of existent .back elements
```

```
              should set currentCardArray = masterCardArray.concat();
              should call function to randomize card array
              should assign the shuffeled class array to card array on playfield

          if called as prepAndDeliverCardArray(9)
              should splice currentCardArray to 8 cards
              should call function to shuffle card array
              should create an array with length of 8 out of existent .back elements
              should set currentCardArray = masterCardArray.concat();
              should assign the shuffeled class array to card array on playfield

          should exist

    function changeFontsizeBigLogo

          if CardRowlength is equal 4
              should set .checkmarkPlayer1Big font-size to 0.22x400px

          if CardRowlength is equal 6
              should set .checkmarkPlayer1Big font-size to 0.1428x400px

          should exist

          if CardRowlength is equal 3
              should set .checkmarkPlayer1Big font-size to 0.25x400px

    function make_field8BtnVisActive
          should assign class .selectedSize to .field8Btn and remove class .bg-fieldSizeBtn from .field8Btn
          should exist
          should remove class .selectedSize of .field36Btn and add class .bg-fieldSizeBtn to .field36Btn
          should remove class .selectedSize of .field16Btn and add class .bg-fieldSizeBtn to .field16Btn

    function popupNoMatch
          should set popupNoMatch to opacity 1
          should move popupNoMatch above playfield before made visible
          should exist
          should set popupNoMatch to opacity 0
          should move popupNoMatch under playfield

    function increasePoints

          if currentPlayer is Player1
              should add class bubbleIcon to .checkmarkPlayer1Big element
              should write player 1's new points value to DOM element
              should increment player 1's points by 1
              should call function changeFontsizeBigLogo()
              should assign player 1's color on matched cards

          if currentPlayer is Player2
              should assign player 2's color on matched cards
              should add class bubbleIcon to .checkmarkPlayer2Big element
              should write player 2's new points value to DOM element
              should increment player 2's points by 1
              should call function changeFontsizeBigLogo()

          should exist

    function popupMatch
```

          should move popupMatch under playfield
          should set popupMatch to opacity 0
          should set popupMatch to opacity 1
          should exist
          should move popupMatch above playfield before made visible
     function matched()

       when all cards have been found
          should call function gameCompleted()

       while not all cards have been found
          should call function whoIsNext()

       should call function popupMatch()

       if cards match...
          should add .dummycardshell, remove .cardshell, remove .dummycardshell

       should exist
       should call function increasePoints()
     function changeOpeningPlayer()

       if ThisGameOpenedBy is Player2
          should set ThisGameOpenedBy to Player1

       if ThisGameOpenedBy is Player1
          should set ThisGameOpenedBy to Player2

       should exist

     function showHowToPopup
          should set #howToModal to opacity 1
          should exist
          should move #howToModal above playfield before made visible

     function showRegistrationPopup
          should move #enterPlayersModal above playfield before made visible
          should exist
          should set #enterPlayersModal to opacity 1

     function resetCounters
          should set scorePlayer1 to 0
          should set scorePlayer2 to 0
          should exist
          should set DOM element .scorePlayer1Field to html('0')
          should set DOM element .scorePlayer2Field to html('0')

     function setCardshellSize(num)
          should set CardRowlength to 3 setCardshellSize(9)
          should set CardRowlength to 4 setCardshellSize(16)
          should set .cardshell dimensions to width 61.6px and height 61.6px when called as setCardshellSize(36)
          should set .cardshell dimensions to width 94.8px and height 94.8px when called as setCardshellSize(16)
          should set CardRowlength to 6 setCardshellSize(36)
          should set .cardshell dimensions to width 126.8px and height 126.8px when called as setCardshellSize(9)
          should exist

```
function makeBtnActive
    should set startBtnActive to true
    should exist
    should set btnActive to true
    should set stopBtnActive to false
    should add class .btnlocked to .stopBtn
    should remove class .btnlocked from .field16Btn
    should remove class .btnlocked from .startBtn
    should remove class .btnlocked from .field36Btn
    should remove class .btnlocked from .enterPlayersBtn
    should remove .btnlocked from .field8Btn

function fieldInit(num)

    if called as fieldInit(16)
      should call function setCardshellSize(num)
      should call function generateCards(16)
      should call function prepAndDeliverCardArray(num)
      should set $('.playfield').css('opacity') to 0 on begin of fieldInit(16)

    should exist

    if called as fieldInit(9)
      should set $('.playfield').css('opacity') to 0 on begin of fieldInit(9)
      should call function generateCards(num)
      should call function prepAndDeliverCardArray(num)
      should call function setCardshellSize(num)

    if called as fieldInit(36)
      should call function prepAndDeliverCardArray(num)
      should set $('.playfield').css('opacity') to 0 on begin of fieldInit(36)
      should call function setCardshellSize(num)
      should call function generateCards(num)

function makeBtnInactive
    should set startBtnActive to false
    should set fieldActive to true
    should set btnActive to false
    should remove class .btnlocked from .stopBtn
    should add class .btnlocked to .startBtn
    should set stopBtnActive to true
    should add class .btnlocked to .field8Btn
    should add class .btnlocked to .enterPlayersBtn
    should add class .btnlocked to .field36Btn
    should add class .btnlocked to .field16Btn
    should exist

function gameCompleted
    should set popupGameCompleted to opacity 0
    should set firstAttemptDone to 0

    if scorePlayer2 > scorePlayer1
      should set $('.popupGameCompleted').html() to 'Player2 has won!'

    should move popupGameCompleted above playfield before made visible
```

      should call function changeOpeningPlayer()
      should move popupGameCompleted under playfield

      if scorePlayer2 == scorePlayer1
        should set $('.popupGameCompleted').html() to 'Player1 and Player2 have same points!'

      if scorePlayer1 > scorePlayer2
        should set $('.popupGameCompleted').html() to 'Player1 has won!'

      should call function makeBtnActiveButStart()
      should exist
   function make_field36BtnVisActive
      should exist
      should remove class .selectedSize from .field8Btn and add class .bg-fieldSizeBtn to .field8Btn
      should add class .selectedSize to .field36Btn and remove class .bg-fieldSizeBtn from .field36Btn
      should remove class .selectedSize from .field16Btn and add class .bg-fieldSizeBtn to .field16Btn

   function notMatched()
      should remove .showMe and .taken class from .cardshell elements
      should set fieldActive to true
      should call function whoIsNext()
      should call function popupNoMatch()
      should exist
      should call function changePlayer(currentPlayer)

   function generateCards(num)
      should generate 9 cards when called as generateCards(9)
      should clear DOM elements of $('.playfield')
      should exist
      should generate 36 cards when called as generateCards(36)
      should generate 16 cards when called as generateCards(16)

   initial startup values and function calls
      should call function showRegistrationPopup()
      should call function resetCounters()
      should call function make_field8BtnVisActive()
      should call function fieldInit(9)