

# Color Sleuth

```
1  var randButtonId;
2  var currentPlayer = 1;
3  var p1Score = 0, p2Score = 0;
4
5  setBoard();
6  onEvent("button1", "click", function() {
7      checkCorrect("button1");
8  });
9  onEvent("button2", "click", function() {
10     checkCorrect("button2");
11 });
12 onEvent("button3", "click", function() {
13     checkCorrect("button3");
14 });
15 onEvent("button4", "click", function() {
16     checkCorrect("button4");
17 });
18
19 function setBoard()
20 {
21     var r = randomNumber(0, 235), g = randomNumber(0, 235), b = randomNumber(0, 235);
22     var color = rgb(r, g, b);
23     setProperty("button1", "background-color", color);
24     setProperty("button2", "background-color", color);
25     setProperty("button3", "background-color", color);
26     setProperty("button4", "background-color", color);
27
28     var diffColor = rgb(r + 20, g + 20, b + 20);
29     randButtonId = "button" + randomNumber(1, 4);
30     setProperty(randButtonId, "background-color", diffColor);
31
32     console.log("correct one: " + randButtonId);
33 }
34
35 function checkCorrect(buttonId)
36 {
37     console.log("Checking: " + buttonId);
38     if(buttonId == randButtonId)
39     {
40         console.log("Correct!");
41         updateScoreBy(1);
42     }
43     else
44     {
45         console.log("WRONG");
46         updateScoreBy(-3);
47     }
48     checkGameOver();
49     setBoard();
50     switchPlayer();
51 }
```

```
52
53 function switchPlayer()
54 {
55     if(currentPlayer == 1)
56     {
57         currentPlayer = 2;
58         hideElement("player1_highlight");
59         showElement("player2_highlight");
60     }
61     else
62     {
63         currentPlayer = 1;
64         hideElement("player2_highlight");
65         showElement("player1_highlight");
66     }
67     console.log("current player: " + currentPlayer);
68 }
69
70 function updateScoreBy(amt)
71 {
72     if(currentPlayer == 1)
73         p1Score += amt;
74     else
75         p2Score += amt;
76     console.log("p1 score " + p1Score);
77     console.log("p2 score " + p2Score);
78     setText("score1_label", p1Score);
79     setText("score2_label", p2Score);
80 }
81
82 function checkGameOver()
83 {
84     if(Math.abs(p1Score - p2Score) >= 5)
85     {
86         setScreen("gameOver_screen");
87         if(p1Score > p2Score)
88             showElement("player1Win_label");
89         else
90             showElement("player2Win_label");
91     }
92 }
```