

```

9  (function () {
10
11     console.log("FIGHT!!!");
12
13     //dom pieces
14     var fighter1_txt = document.querySelector("#kratos").querySelector("p");
15     var fighter2_txt = document.querySelector("#kabal").querySelector("p");
16     var round_txt = document.querySelector("h4");
17     var button = document.getElementById("fight_btn");
18
19     // var fighter1 = ["Spiderman", 20, 100];
20     // var fighter2 = ["Batman", 20, 100];
21     //fighter1 = {name:'Spiderman', damage:20, health:100};
22     //fighter2 = {name:'Batman', damage:20, health:100};
23
24     //new object of arrays, this way you have 1 object this will have more dynamic
25     var fighters = [
26         {
27             name:"Spiderman",
28             damage:20,
29             health:100
30         },
31         {
32             name:"Batman",
33             damage:20,
34             health:100
35         }
36     ];
37
38     //click action for button
39     button.onclick = fight;
40
41     var round = 0;
42
43     //init HTML text
44     round_txt.innerHTML = "Click To Start Fight";
45     fighter1_txt.innerHTML = fighters[0].name + ":" + fighters[0].health;
46     fighter2_txt.innerHTML = fighters[1].name + ":" + fighters[1].health;
47
48     function fight(){
49         console.log("in the fight function");
50
51         fighter1_txt.innerHTML = fighters[0].name + ":" + fighters[0].health;
52         fighter2_txt.innerHTML = fighters[1].name + ":" + fighters[1].health;
53         //var fight = document.querySelectorAll('#body');
54
55         // for(var i= 0, max=fight.length; i<max; i++){
56         //     var score = fight[i].firstChild.getAttribute("#div id");

```



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52 //var fight = document.querySelectorAll('#body');
53
54 // for(var i= 0, max=fight.length; i<max; i++){
55 //     var score = fight[i].firstChild.getAttribute("#div id");
56 //     console.log('this is a test: ',score);
57
58 //     if(score === 'kabal'){
59 //         var output = fight[i].firstChild;
60 //         console.log(output);
61
62 //         output.setAttribute(fighters[0].name, fighters[0].health);
63 //     }else if(score === 'kratos'){
64 //         var output2 = fight[i].firstChild.nextSibling;
65 //         console.log(output2);
66
67 //         output2.setAttribute(fighters[0].name, fighters[0].health);
68 //     }
69 // }
70
71
72
73
74
75 //alert(fighter1[0] + ":" + fighter1[2] + " *START* " + fighter2[0] + ":" + fighter2[2]);
76 //alert(fighter1.name + ":" + fighter1.health + " *START* " + fighter2.name + ":" + fighter2.health);
77
78 //for (var i = 0; i < 10; i++) {
79 //Math.floor(Math.random() * (max - min) + min);
80 //};
81 //var minDamage1 = playerOne[1] * .5;
82 var minDamage1 = fighters[0].damage * .5;
83 //var minDamage2 = playerTwo[1] * .5;
84 var minDamage2 = fighters[1].damage * .5;
85
86 // var f1 = Math.floor(Math.random()*(fighter1[1]-minDamage1) + minDamage1);
87 // var f2 = Math.floor(Math.random()*(fighter2[1]-minDamage2) + minDamage2);
88 var f1 = Math.floor(Math.random()*(fighters[0].damage-minDamage1) + minDamage1);
89 var f2 = Math.floor(Math.random()*(fighters[1].damage-minDamage2) + minDamage2);
90
91 //fighter1[2]-=f1;
92 //fighter2[2]-=f2;
93 fighters[0].health-=f1;
94 fighters[1].health-=f2;
95
96
97
98 //check for victor - this does all the innerHTML replacing and also disables the button

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99 var result = winnerCheck();
100 console.log(result);
101
102 round_txt.innerHTML = "ROUND " + round + " complete";
103 round++;
104 if (result === "no winner")
105 {
106     fighter1_txt.innerHTML = fighters[0].name + ":" + fighters[0].health;
107     fighter2_txt.innerHTML = fighters[1].name + ":" + fighters[1].health;
108
109
110 } else{
111     fighter1_txt.innerHTML = result;
112     fighter2_txt.innerHTML = "";
113
114     button.onclick = "return false";
115
116     document.querySelector('.buttonblue').innerHTML = 'DONE!!!';
117 }
118
119
120
121
122
123 //console.log(fighter1[0] + ":" + fighter1[2] + "*START*" + fighter2[0] + ":" + fighter2[2]);
124 console.log(fighters[0].name + ":" + fighters[0].health + "*START*" + fighters[1].name + ":" + fighters[1].health);
125
126 //var results = winnerCheck();
127 //console.log(results);
128
129 /*if (results === "no winner") {
130     round++;
131     //alert(fighter1[0] + ":" + fighter1[2] + " *ROUND " + round + " OVER* " + fighter2[0] + ":" + fighter2[2]);
132     //alert(fighter1.name + ":" + fighter1.health + " *ROUND " + round + " OVER* " + fighter2.name + ":" + fighter2.health);
133
134 }else{
135     //alert(results);
136     break;
137 }*/
138
139 // document.querySelector('#body div id a');
140 // var button = function(e){
141 //     document.addEventListener('click', button, false);
142 //     e.preventDefault();
143 //     return false;
144 // };
145

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146
147
148 }
149
150 function winnerCheck(){ //updated winnerCheck with the new object arrays
151
152     var result = "no winner";
153
154     /* if (fighter1[2]<1 && fighter2[2]<1) {
155         result = "You Both Die";
156     }else if (fighter1[2]<1) {
157         result = fighter2[0]+ "WINS!!!";
158     }else if (fighter2[2]<1) {
159         result = fighter1[0]+ "WINS!!!"
160     };*/
161
162     if (fighters[0].health<1 && fighters[1].health<1) {
163         result = "You Both Die";
164     }else if (fighters[0].health<1) {
165         result = fighters[1].name+ "WINS!!!";
166     }else if (fighters[1].health<1) {
167         result = fighters[0].name+ "WINS!!!"
168     };
169     return result;
170 }
171
172
173
174 console.log("program starts");
175 fight();
176
177 })();
178
179
180
181
182
183
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191
192

```