|  |
| --- |
| let playerScore = 0; |
|  | let computerScore = 0; |
|  | const pScore = document.getElementById('playerScore'); |
|  | const cScore = document.getElementById('computerScore'); |
|  | const compSelect = document.getElementById('computerSelect'); |
|  | const playerSelect = document.getElementById('playerSelect'); |
|  | const message = document.getElementById('message'); |
|  | let gameActive = false; |
|  |  |
|  | function computerPlay() { |
|  | let arr = [1, 2, 3]; |
|  | let random = arr[Math.floor(Math.random() \* arr.length)]; |
|  | let value; |
|  | switch (random) { |
|  | case 1: |
|  | value = 'rock'; |
|  | break; |
|  | case 2: |
|  | value = 'paper'; |
|  | break; |
|  | default: |
|  | value = 'scissors'; |
|  | } |
|  | return value; |
|  | } |
|  |  |
|  | function playRound(playerSelection, computerSelection) { |
|  | if (playerSelection === computerSelection) { |
|  | return 'Draw!'; |
|  | } else if ((playerSelection == "rock") && (computerSelection == "scissors")) { |
|  | return "Player won!"; |
|  | } else if ((playerSelection == "paper") && (computerSelection == "rock")) { |
|  | return "Player won!"; |
|  | } else if ((playerSelection == "scissors") && (computerSelection == "paper")) { |
|  | return "Player won!"; |
|  | } else if ((playerSelection == "paper") && (computerSelection == "scissors")) { |
|  | return "Computer won!"; |
|  | } else if ((playerSelection == "scissors") && (computerSelection == "rock")) { |
|  | return "Computer won!"; |
|  | } else if ((playerSelection == "rock") && (computerSelection == "paper")) { |
|  | return "Computer won!"; |
|  | } |
|  | } |
|  |  |
|  | function gameFlow(playerSelection) { |
|  | const winner = selection(playerSelection); |
|  | const result = winner.winner; |
|  | const compMov = winner.compMove; |
|  | displaySelection('player', playerSelection, result); |
|  | displaySelection('computer', compMov, result); |
|  | scoreBoard(result); |
|  | message.innerText = result; |
|  | whoWon(); |
|  | reset(); |
|  | } |
|  |  |
|  | function selection(playerSelection) { |
|  | let computer = computerPlay(); |
|  | let winner = playRound(playerSelection, computer) |
|  | return { |
|  | winner: winner, |
|  | compMove: computer |
|  | }; |
|  | } |
|  |  |
|  | function displaySelection(player, selection, result) { |
|  | if (player === 'player') { |
|  | playerSelect.innerHTML = `<i class="fas fa-hand-${selection}"></i>`; |
|  | if (result === "Player won!") { |
|  | playerSelect.style.color = 'green'; |
|  | compSelect.style.color = 'red'; |
|  | } |
|  | } else { |
|  | compSelect.innerHTML = `<i class="fas fa-hand-${selection}"></i>`; |
|  | if (result === "Computer won!") { |
|  | compSelect.style.color = 'green'; |
|  | playerSelect.style.color = 'red'; |
|  | } |
|  | } |
|  | if (result === 'Draw!') { |
|  | compSelect.style.color = ''; |
|  | playerSelect.style.color = ''; |
|  | } |
|  | } |
|  |  |
|  | function scoreBoard(result) { |
|  | if (result === "Player won!") { |
|  | playerScore++; |
|  | pScore.innerText = playerScore; |
|  | cScore.innerText = computerScore; |
|  | } else if (result === "Computer won!") { |
|  | computerScore++; |
|  | pScore.innerText = playerScore; |
|  | cScore.innerText = computerScore; |
|  | } else { |
|  | return false; |
|  | } |
|  | } |
|  |  |
|  | function endGame() { |
|  | if (playerScore === 5 || computerScore === 5) { |
|  | return true |
|  | } |
|  | return false; |
|  | } |
|  |  |
|  | function whoWon() { |
|  | if (endGame()) { |
|  | if (playerScore === 5) { |
|  | message.innerText = 'Player is the Winner! Congratulations!' |
|  | } else { |
|  | message.innerText = 'Computer is the Winner! You Lose!' |
|  | } |
|  | } |
|  | } |
|  |  |
|  | function reset() { |
|  | if (endGame()) { |
|  | setTimeout(function(){ |
|  | playerScore = 0; |
|  | computerScore = 0; |
|  | compSelect.innerHTML = ''; |
|  | playerSelect.innerHTML = ''; |
|  | pScore.innerText = playerScore; |
|  | cScore.innerText = computerScore; |
|  | message.innerText = 'Play Again!'; |
|  | gameActive = false; |
|  | }, 3000); |
|  | } |
|  | } |
|  |  |
|  | const submit = document.getElementById('submit'); |
|  | submit.addEventListener('click', displayBoards.bind(this)); |
|  |  |
|  | function displayBoards() { |
|  | const start = document.getElementById('start'); |
|  | const boards = document.getElementById('boards'); |
|  | const select = document.getElementById('select'); |
|  | start.style.display = 'none'; |
|  | boards.style.display = 'block'; |
|  | select.style.display = 'block'; |
|  | gameActive = true; |
|  | } |
|  | const rock = document.getElementById('rock'); |
|  | const paper = document.getElementById('paper'); |
|  | const scissors = document.getElementById('scissors'); |
|  |  |
|  | rock.addEventListener('click', gameFlow.bind |