

Windows onload

```

document.getElementById("fightAll").addEventListener(click, fightAllMonsters());
" - " - ("fightWeak") - " - (click, fightAllWeakMonsters())
" - " - ("fightWeakest") - " - (click, fightAllWeakestMonsters())

```

fightAllMonsters

```

for (i = 0; i < monsterArray.length; i++) {
    fightMonster(i);
}

```

fightWeakMonsters

```

for (i = 0; i < monsterArray.length; i++) {
    if (playerLevel > monsterArray[i].monsterLevel) {
        fightMonster(i);
    }
}

```

fightWeakestMonsters

```

let indexWeakest: number = 0
for (i = 1; i < monsterArray.length; i++) {
    if (monsterArray[i].monsterLevel < monsterArray[i-1].monsterLevel) {
        indexWeakest = i;
    }
}

```

fightMonster

```

if (playerLevel > monsterArray[monsterPosition].monsterLevel) {

```

```

    [→ Gewinn: updatePlayerLevel(+0), Monster weg]
    Zahl von Monster x PS

```

```

else { [→ verlieren: updatePlayerLevel(-0)]

```

UpdatePlayerLevel

player.xp + = negative / positive Monster xp's

```

if (Math.floor(player.xp / player.xpperLevel) + 1 >= 1) {

```

```

    playerLevel = Math.floor(player.xp / player.xpperLevel) + 1;

```

```

if (playerLevel == 20) {

```

```

    alert("Du bist der Gewinner");
}

```