/// DATABASE ///

var pokemonDB = [

{

name: 'charmander',

type: 'fire',

attack: 32,

stamina: 43,

level: 1,

img:'http://www.smogon.com/dex/media/sprites/xy/charmander.gif'

},

{

name: 'bulbasaur',

type: 'fire',

attack: 45,

stamina: 47,

level: 1,

img:'http://www.smogon.com/dex/media/sprites/xy/bulbasaur.gif'

},

{

name: 'squirtle',

type: 'water',

attack: 44,

stamina: 48,

level: 1,

img:'http://www.smogon.com/dex/media/sprites/xy/squirtle.gif'

}

]

/// STATE ///

var gameState = {

userPokemon: '',

rivalPokemon: ''

}

console.log(gameState);

/// ELEMENTS ///

var pokemonsEl = document.querySelector('.select-screen').querySelectorAll('.character');

console.log(pokemonsEl)

var battleScreenEl = document.getElementById('battle-screen')

var i = 0;

/// INITIAL LOOP ///

while (i < pokemonsEl.length) {

/// ADD FUNCTION ON ALL CHARACTERS ON SCREEN SELECT ////

pokemonsEl[i].onclick = function () {

/// CURRENT SELECTED POKEMONS NAME ///

var pokemonName = this.dataset.pokemon

/// ELEMENTS FOR IMAGES ON BATTLE SCREEN ////

var player1Img = document.querySelector('.player1').getElementsByTagName('img')

var player2Img = document.querySelector('.player2').getElementsByTagName('img')

/// SAVE CURRENT POKEMON ///

gameState.userPokemon = pokemonName;

/// CPU PICKS A POKEMON ///

cpuPick()

/// CHANGE TO BATTLESCREEN ///

battleScreenEl.classList.toggle('active')

/// CURRENT USER POKEMON ////

var currentPokemon = pokemonDB.filter(function(pokemon){

return pokemon.name == gameState.userPokemon

})

player1Img[0].src = currentPokemon[0].img

/// CURRENT CPU POKEMON ///

var currentRivalPokemon = pokemonDB.filter(function(pokemon){

return pokemon.name == gameState.rivalPokemon

})

player2Img[0].src = currentRivalPokemon[0].img

/// USER CHOOSE ATTACK ///

/// CPU HEALTH GOES DOWN ///

/// CPU ATTACK ///

/// USER HEALTH GOES DOWN ///

/// ROCK > SCISSORS ///

/// PAPER > ROCK ///

/// SCISSORS > PAPER ///

/// POKEMON TYPE AND DEFENSE ATTACK ON HEALTH ///

/// HEALTH EQUALS <=0 LOSES ///

}

i++;

}

var randomNumber = function(min, max){

return Math.floor(Math.random() \* (max - min)) + min;

}

var cpuPick = function(){

gameState.rivalPokemon = pokemonsEl[randomNumber(0, 3)].dataset.pokemon

}