```
'use strict';
/////////////// Lecture 85: Project #3: PIG GAME
  Introduction
// Global variables
const score0El = document.querySelector('#score--0');
  // total score elem
const score1El = document.getElementById('score--1');
  // total score elem
const diceEl = document.querySelector('.dice'); //
  dice elem
const btnNewEl = document.querySelector('.btn--new');
  // New game button
const btnRollEl = document.querySelector('.btn--
  roll'); // Roll dice button
const btnHoldEl = document.querySelector('.btn--
  hold'); // Hold score button
const current0El = document.getElementById('current--
  0'); // currentScore0 elem
const current1El = document.getElementById('current--
  1'); // currentScore1 elem
const player0El = document.querySelector('.player--
  0'); // player1 Elem
const player1El = document.querySelector('.player--
  1'); // player2 Elem
// some variables for game support
let playing, activePlayer, currentScore, scores,
  winner;

// Start the game.
init();

// Support for rolling the dice
btnRollEl.addEventListener(`click`, function () {
  if (playing) {
    // Generate random dice rolls
    const dice = Math.trunc(Math.random() * 6) + 1;
    // Display the dice
    diceEl.classList.remove(`hidden`);
    // Manipulate the source attribute of the <a> tag
      from our JS.
    diceEl.src = `dice-${dice}.png`;
    // If its a 1, switch player, if not add to the
```

```
        current score.
      if (dice !== 1) {
        // Add to the current score
        currentScore += dice;
        document.getElementById(
          `current--${activePlayer}`
        ).textContent = currentScore;
      } else {
        changePlayer();
      }
    }
  });

  // Support for holding the score
  btnHoldEl.addEventListener('click', function () {
    if (playing) {
      // Add current score to score of active player:
      scores[activePlayer] += currentScore;
      document.getElementById(`score--
        ${activePlayer}`).textContent =
        scores[activePlayer];
      // Check if current score is at least 100,
      if (scores[activePlayer] >= 20) {
        playing = false;
        winner = activePlayer;
        // Finish the Game
        document
          .querySelector(`.player--${activePlayer}`)
          .classList.add('player--winner');
        document
          .querySelector(`.player--${activePlayer}`)
          .classList.remove(`player--active`);
        diceEl.classList.add(`hidden`); // makes the
          dice disappear upon winning the game.
      } else {
        // If not , switch to the next player.
        changePlayer();
      }
    }
  });

  // Functionality for Initialising game variables
```

```
69  const init = function () {
70    // Set scores to 0
71    score0El.textContent = score1El.textContent = 0;
72    // Create a hidden class for dice, and add it at
      the beginning.
73    if (!diceEl.classList.contains('hidden'))
      diceEl.classList.add(`hidden`);
74    switch (winner) {
75      case 0:
76        player0El.classList.remove(`player--winner`);
77        break;
78      case 1:
79        player1El.classList.remove(`player--winner`);
80        break;
81      default:
82        break; // do nothing
83    }
84    //Reassign the value winner.
85    winner = 2; // flag for winner to not be
      initialised.
86    playing = true;
87    activePlayer = 0;
88    currentScore = 0;
89    scores = new Array(0, 0);
90    // Set the first player to be active again.
91    if (!player0El.classList.contains(`player--active`))
92      player0El.classList.add(`player--active`);
93    if (player1El.classList.contains(`player--active`))
94      player1El.classList.remove(`player--active`);
95  };
96
97  // Changeplayer functionality - to be reused at two
      different points of the code.
98  function changePlayer() {
99    document.getElementById(`current--
      ${activePlayer}`).textContent = 0;
100   currentScore = 0;
101   activePlayer = 1 - activePlayer; // Reassign the
      activePlayer
102   // the toggle() method in classList, if the class
      isn't there it will add it.
103   // if the class is there, it will remove it.
```

```
    player0El.classList.toggle(`player--active`);
    player1El.classList.toggle(`player--active`);
  }
  /////////////// CODING CHALLENGE #2: Lecture 85:
    Resetting the Game
  btnNewEl.addEventListener('click', init);

```