Crystal game

Random range finder function ---call at beginning of game & again at end of each game

Pick random number 1- 500

Random number generator function

Utilize range-finder as upper limit & create new# on call

Winning score generator

Range of <4x range-finder

Crystal-score-value function:

random number generator (range of range-finder)

attach value to each of four crystals (replace current value);

Draw four buttons

attach: name, image, score-value, mayben hover or click activity like blink?

Call winning-score

$('.card-body').on("click", ".clear", clear);

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$(‘class-name’).on(“click”, “.button name”, function-name);

Click $('.card-body').on("click", ".number", function() { num1 += this.value; console.log(Num1);}

Aka= $(‘.button-class’).on(“click”. “.number”, function() { globalvar += this.value; console.log

$('.card-body').on("click", ".operator", function() { < - - - function to convert symbol word to symbol

flag = true;

operator = this.value; variable word

console.log(operator); variable name

update(); (function name)

});

\*\* \* \*\* \*\*

Game on:

wins= 0

losses = 0

gamescore =0

Calculate range & set variable

Calculate winning score & set variable

Calculate crystal values & assign to each

Listen for clicks

Increase game score by crystal value

Compare game score to winning score

Gs<ws… output click again

Gs = ws … output …congratulations

Gs .ws … output you lose, play again?, play sound

If yes, go back to game score

If no, change screen /play sound /end program

\*\* \*\* \* \*\*other notes \*\* \* \*\* \* \*

Increment winning score by value

Total +=

Test for <, = , > winning score

If <, play again, increment counter

If=, win! Increment

If >, loss, increment

Instead of;

Alert(“user text”); Javascript for output, or

Console.log(“user text”, var);

$(‘#user text’).text(variable name); < - - - -doesn’t work? (as expected, at least)

$("user text").text(counter);