



Rock, Paper, Scissors!

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HTML

- Easy to set up
- Followed structure from lecture examples
- Buttons to start game

```
<div class="start-game">
<h1 id="endgame">Let's Play Rock, Paper, Scissors!</h1>
  <button id="startgame">Start</button>
</div>
<div class="container">

<section class="options">
  <div class="rpsgame">
    <h2 class="label">User</h2>
  </div class="mainimages">
    <div id="userimage">
    </div>
  </section>

<section class="options">
  <div class="rpsgame">
    <h2 class="label">Opponent</h2>
  </div class="mainimages">
    <div id="opponentimage">
    </div>
  </section>

</div>

<section id="buttons">
  <div class="buttonoptions">
    <button id="rockbutton">Rock</button>
  </div>
  <div class="buttonoptions">
<button id="paperbutton">Paper</button>
  </div>

  <div class="buttonoptions">
<button id="scissorsbutton">Scissors</button>
```

CSS



CSS

- Button styling
- Flexbox styling

```
.label{
  text-align: center;
  color: #EDF2F4;
  background-color: #90A8C3;
  padding: 3vh 3vw 3vh 3vw;
  margin-top: 0px;
  border-bottom: solid #EDF2F4 3px;
  border-top-right-radius: 10px;
  border-top-left-radius: 10px;
}

button{
  padding: 10px 50px;
  margin-right: 3vw;
  border: solid #D90429 2px;
  background-color: #EDF2F4;
  border-radius: 10px;
  height: 50px;
  width: 200px;
  font-size: 20px;
  color: #8D99AE;
  position: relative;
}
```

Javascript

```
function rockClicked(){
    document.getElementById('userimage').innerHTML = "<img src= 'assets/" +
    userChoice = images[0];
}
function paperClicked(){
    document.getElementById('userimage').innerHTML = "<img src= 'assets/" +
    userChoice = images[1];
}
function scissorsClicked(){
    document.getElementById('userimage').innerHTML = "<img src= 'assets/" +
    userChoice = images[2];
}
```

```
function startGame() {
    var computerChoiceNum = Math.floor(Math.random() * images.length);
    var computerChoice = images[computerChoiceNum];

    if (computerChoiceNum < 1) {
        computerChoice = images[0];
        document.getElementById('opponentimage').innerHTML = '<img src="assets/'
    } else if (computerChoiceNum < 2) {
        computerChoice = images[1];
        document.getElementById('opponentimage').innerHTML = '<img src="assets/'
    } else {
        computerChoice = images[2];
        document.getElementById('opponentimage').innerHTML = '<img src="assets/'
    }
}
```

```
//Game conditions
if (userChoice == computerChoice){
    document.getElementById('endgame').style.color = '#EDF2F4';
    document.getElementById('endgame').innerHTML = "It's a Tie!";
}
else if (userChoice == images[0] && computerChoice == images[1]) {
    document.getElementById('endgame').style.color = '#EF233C';
    document.getElementById('endgame').innerHTML = "You Lose!";
}
else if (userChoice == images[0] && computerChoice == images[2]){
    document.getElementById('endgame').style.color = '#EF233C';
    document.getElementById('endgame').innerHTML = "You Win!";
}
else if (userChoice == images[1] && computerChoice == images[2]) {
    document.getElementById('endgame').style.color = '#EF233C';
    document.getElementById('endgame').innerHTML = "You Lose!";
}
else if (userChoice == images[1] && computerChoice == images[0]){
    document.getElementById('endgame').style.color = '#EF233C';
    document.getElementById('endgame').innerHTML = "You Win!";
}
else if (userChoice == images[2] && computerChoice == images[0]) {
    document.getElementById('endgame').style.color = '#EF233C';
    document.getElementById('endgame').innerHTML = "You Lose!";
}
else if (userChoice == images[2] && computerChoice == images[1]){
    document.getElementById('endgame').style.color = '#EF233C';
    document.getElementById('endgame').innerHTML = "You Win!";
}
}
```