





Rock, Paper, Scissors!

By: Kevin Truong

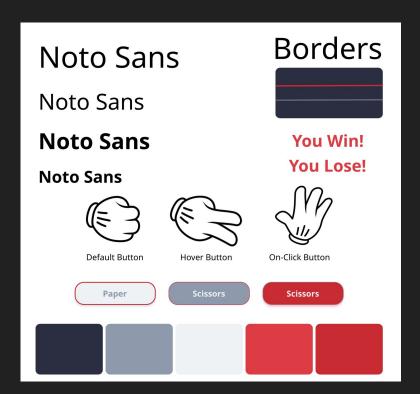
HTML

- 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
</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</putton>
  </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/" +</pre>
  userChoice = images[0];
 function paperClicked(){
  document.getElementById('userimage').innerHTML = "<img src= 'assets/" +</pre>
  userChoice = images[1];
function scissorsClicked(){
  document.getElementById('userimage').innerHTML = "<img src= 'assets/" +</pre>
  userChoice = images[2];
function startGame() {
 var computerChoiceNum = Math.floor(Math.random() * images.length);
  var computerChoice = images[computerChoiceNum];
  if (computerChoiceNum < 1) {</pre>
      computerChoice = images[0];
      document.getElementById('opponentimage').innerHTML = '<img src="assets/'</pre>
  } else if(computerChoiceNum < 2) {</pre>
      computerChoice = images[1];
      document.getElementById('opponentimage').innerHTML = '<img src="assets/'</pre>
  } else {
      computerChoice = images[2];
      document.getElementById('opponentimage').innerHTML = '<img src="assets/'</pre>
```

```
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.getElementBvId('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!";
```