HTML:

<!doctype html>

<html lang="en">

<head>

<title>Project 2 JS</title>

<meta charset="utf-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie-edge">

<script src="Project2jscode.js" defer>

</script>

<link href="Project2style.css" rel="stylesheet" />

</head>

<body>

<br>

<br>

<h1> Rock, Paper, Scissors!! </h1>

<h2>Rules:</h2>

<ul>

<li>Rock beats Scissors</li>

<li>Paper beats rock</li>

<li>Scissors beats paper</li>

<dl>Make your choice below to play against the computer</dl>

</ul>

<div class="selections">

<button class="select" data-selection="rock">🪨</button>

<button class="select" data-selection="paper">📃</button>

<button class="select" data-selection="scissors">✂️</button>

</div>

<br>

<br>

<div class="results">

<div>

🧍‍♂️/🧍‍♀️

<span class="result-score" data-your-score> 0 </span>

</div>

<div data-final-column>

💻

<span class="result-score" data-computer-score> 0 </span>

</div>

<!-- <div class="result-selection">🪨</div>

<div class="result-selection">✂️</div> -->

</div>

</body>

</html>

CSS:

body {

background-color: gray;

}

h1 {

font-size: 4rem;

text-align: center;

}

h2 {

font-size: 2rem;

text-align: center;

}

ul {

text-indent: left;

font-size: 2rem;

text-align: center;

list-style-position: inside;

}

dl {

font-weight: bold;

color: Orange;

}

.selections {

display: flex;

justify-content: center;

}

.select {

background: none;

border: none;

outline: none;

cursor: pointer;

font-size: 6rem;

transition: 100ms;

}

.select:hover {

background: lightblue;

border-radius: 12px;

border-style: solid;

border-color: white;

transform: scale(1.2);

}

.results {

font-size: 4rem;

margin-top: 3rem;

display: grid;

justify-content: center;

grid-template-columns: repeat(2,1fr);

justify-items: center;

align-items: center;

}

.result-score {

margin-left: .1rem;

font-size: 3rem;

color: skyblue;

}

.result-selection {

opacity: .5;

}

.result-selection.winner {

opacity: 1;

font-size: 4rem;

}

JavaScript:

var selectionButtons = document.querySelectorAll('[data-selection]');

var finalColumn = document.querySelector('[data-final-column]');

var computerScoreSpan = document.querySelector('[data-computer-score]');

var yourScoreSpan = document.querySelector('[data-your-score]');

//The code for the Selections.

var SELECTIONS = [

{

name: 'paper',

emoji: '📃',

beats: 'rock'

},

{

name: 'rock',

emoji: '🪨',

beats: 'scissors'

},

{

name: 'scissors',

emoji: '✂️',

beats: 'paper'

}

];

selectionButtons.forEach(selectionButton => {

selectionButton.addEventListener('click', e => {

var selectionName = selectionButton.dataset.selection;

var selection = SELECTIONS.find(selection => selection.name === selectionName);

makeSelection(selection);

});

});

//The code below is for the clicking the selection and for the computer to select.

function makeSelection(selection) {

var computerSelection = randomSelection();

var yourWinner = isWinner(selection, computerSelection);

var computerWinner = isWinner(computerSelection, selection);

console.log(computerSelection);

addSelectionResult(computerSelection, computerWinner);

addSelectionResult(selection, yourWinner);

if (yourWinner)incrementScore(yourScoreSpan);

if (computerWinner) incrementScore(computerScoreSpan);

}

//To show the score.

function incrementScore(scoreSpan) {

scoreSpan.innerText = parseInt(scoreSpan.innerText) + 1;

}

//To display what you and the computer previously selected.

function addSelectionResult(selection, winner) {

var div = document.createElement('div');

div.innerText = selection.emoji;

div.classList.add('result-selection');

if (winner) div.classList.add('winner');

finalColumn.after(div);

}

//Shows results

function isWinner(selection, opponentSelection) {

return selection.beats === opponentSelection.name;

}

//Computer makes the random selection.

function randomSelection() {

var randomIndex = Math.floor(Math.random() \* SELECTIONS.length);

return SELECTIONS[randomIndex];

}