

Connecting Javascript with HTML

(Let the fun begin)

What's In the Picture (proj name: in-picture)

In this game, the player sees an image and some options that describe the image, the user picks the right option and moves to the next question if correct.

Pick the sentence that describes the picture:



1.

```
gQuests = [  
  {id: 1, opts:[], correctOptIndex:1 }  
  {id: 2, opts:[], correctOptIndex:0 }  
  {...}]...  
]  
gCurrQuestIdx = 0
```
2. Note: It is convenient to have the images named by the quest id (e.g. : 1.jpg)
3. If the player is correct, move on to next quest
4. After last question – show a 'Victorious' msg to the user and a restart button
5. Some more functions:
 - a. `initGame()`

- b. createQuests() – return an hard-coded (ready made) array for now with at least 3 questions
- c. renderQuest()
- d. checkAnswer(optIdx)