

Textual RPG (Role-Playing Game)

String methods

The string methods we will use for those exercises: `join()`, `parseInt()`, `map()`, `replace()`, `split()`, `lastIndexOf()`, `trim()`, `toUpperCase()`, `includes()`, `toLowerCase()`

- Character Name Capitalization:** Write a function, `toTitleCase(name)`, that takes a character's name string in all lowercase and returns it in title case.
 - Input: `"iron warrior"`
 - Output: `"Iron Warrior"`
- Item Search:** Write a function, `searchInventory(inventory, query)`, that takes in an array of inventory item names and a string search query. The function should return a new array with only the items that contain the query string.
 - Input: `["Iron Sword", "Healing Potion", "Steel Shield"], "Iron"`
 - Output: `["Iron Sword"]`
- NPC Name Format:** Write a function, `formatNPCName(name)`, which takes an NPC's name in the format "last, first" and swaps it to "first last".
 - Input: `"Goblin, Grunty"`
 - Output: `"Grunty Goblin"`
- Quest Duration:** Write a function, `parseDuration(duration)`, that takes a string like "2h 30min" and returns an object with the number of hours and minutes as integers.
 - Input: `"3h 45min"`
 - Output: `{ hours: 3, minutes: 45 }`
- Game Title Acronym:** Write a function, `getGameAcronym(title)`, that takes a game title and returns its acronym.
 - Input: `"Epic Fantasy Battle"`
 - Output: `"EFB"`

6. **Concatenate Character Details:** Write a function, `getCharacterDetails(character)`, that takes an object with character details like name, class, and level and returns a single string that combines all this information.

- Input: `{ name: "Iron Warrior", class: "Warrior", level: 10 }`
- Output: `"Iron Warrior, class: Warrior, level: 10"`

7. **Location Slug:** Write a function, `createSlug(location)`, that takes a location name and returns a URL-friendly slug.

- Input: `"Dark Forest"`
- Output: `"dark-forest"`

8. **Quest Description Trimming:** Write a function, `trimDescription(description, maxLength)`, that trims the quest's description to a specified length without cutting off words.

- Input:
`"Retrieve the sacred artifact from the dragon's lair. But beware, the dragon is cunning and powerful."`
`, 50`
- Output: `"Retrieve the sacred artifact from the dragon's lair..."`

9. **Monster List:** Write a function, `splitMonsters(monsters)`, that takes a string of monster names separated by commas and converts it into an array of individual monster names.

- Input: `"Goblin, Orc, Dragon"`
- Output: `["Goblin", "Orc", "Dragon"]`

10. **Secret Code Decoder:** Write a function, `decodeSecret(secret)`, that takes an encoded secret and returns the decoded version. Encode a secret by replacing all vowels with numbers (e.g., "1" for "a", "2" for "e", etc.).

- Input: `"Th3 s3cr3t l1r3 1s und3r th3 br1dg3"` (The secret lair is under the bridge!)
- Output: `"The secret lair is under the bridge!"`