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exports = typeof window !== "undefined" && window !== null ? window : global;
```

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exports.Game = function() {
  var players          = new Array();
  var places           = new Array(6);
  var purses           = new Array(6);
  var inPenaltyBox     = new Array(6);

  var popQuestions     = new Array();
  var scienceQuestions = new Array();
  var sportsQuestions  = new Array();
  var rockQuestions    = new Array();

  var currentPlayer    = 0;
  var isGettingOutOfPenaltyBox = false;

  var didPlayerWin = function(){
    return !(purses[currentPlayer] == 6)
  };

  var currentCategory = function(){
    if(places[currentPlayer] == 0)
      return 'Pop';
    if(places[currentPlayer] == 4)
      return 'Pop';
    if(places[currentPlayer] == 8)
      return 'Pop';
    if(places[currentPlayer] == 1)
      return 'Science';
    if(places[currentPlayer] == 5)
      return 'Science';
    if(places[currentPlayer] == 9)
      return 'Science';
    if(places[currentPlayer] == 2)
      return 'Sports';
    if(places[currentPlayer] == 6)
      return 'Sports';
    if(places[currentPlayer] == 10)
      return 'Sports';
    return 'Rock';
  };

  this.createRockQuestion = function(index){
    return "Rock Question "+index;
  };

  for(var i = 0; i < 50; i++){
    popQuestions.push("Pop Question "+i);
    scienceQuestions.push("Science Question "+i);
    sportsQuestions.push("Sports Question "+i);
    rockQuestions.push(this.createRockQuestion(i));
  };

  this.isPlayable = function(howManyPlayers){
    return howManyPlayers >= 2;
  };

  this.add = function(playerName){
    players.push(playerName);
    places[this.howManyPlayers() - 1] = 0;
    purses[this.howManyPlayers() - 1] = 0;
    inPenaltyBox[this.howManyPlayers() - 1] = false;

    console.log(playerName + " was added");
  };
}
```

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    console.log("They are player number " + players.length);

    return true;
};

this.howManyPlayers = function(){
    return players.length;
};

var askQuestion = function(){
    if(currentCategory() == 'Pop')
        console.log(popQuestions.shift());
    if(currentCategory() == 'Science')
        console.log(scienceQuestions.shift());
    if(currentCategory() == 'Sports')
        console.log(sportsQuestions.shift());
    if(currentCategory() == 'Rock')
        console.log(rockQuestions.shift());
};

this.roll = function(roll){
    console.log(players[currentPlayer] + " is the current player");
    console.log("They have rolled a " + roll);

    if(inPenaltyBox[currentPlayer]){
        if(roll % 2 != 0){
            isGettingOutOfPenaltyBox = true;

            console.log(players[currentPlayer] + " is getting out of the penalty box");
            places[currentPlayer] = places[currentPlayer] + roll;
            if(places[currentPlayer] > 11){
                places[currentPlayer] = places[currentPlayer] - 12;
            }

            console.log(players[currentPlayer] + "'s new location is " + places[currentPlayer]);
            console.log("The category is " + currentCategory());
            askQuestion();
        }else{
            console.log(players[currentPlayer] + " is not getting out of the penalty box");
            isGettingOutOfPenaltyBox = false;
        }
    }else{

        places[currentPlayer] = places[currentPlayer] + roll;
        if(places[currentPlayer] > 11){
            places[currentPlayer] = places[currentPlayer] - 12;
        }

        console.log(players[currentPlayer] + "'s new location is " + places[currentPlayer]);
        console.log("The category is " + currentCategory());
        askQuestion();
    }
};

this.wasCorrectlyAnswered = function(){
    if(inPenaltyBox[currentPlayer]){
        if(isGettingOutOfPenaltyBox){
            console.log('Answer was correct!!!!');
            purses[currentPlayer] += 1;
            console.log(players[currentPlayer] + " now has " +
                purses[currentPlayer] + " Gold Coins.");

            var winner = didPlayerWin();
            currentPlayer += 1;

```

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        if(currentPlayer == players.length)
            currentPlayer = 0;

        return winner;
    }else{
        currentPlayer += 1;
        if(currentPlayer == players.length)
            currentPlayer = 0;
        return true;
    }

}

}else{

    console.log("Answer was correct!!!!");

    purses[currentPlayer] += 1;
    console.log(players[currentPlayer] + " now has " +
        purses[currentPlayer] + " Gold Coins.");

    var winner = didPlayerWin();

    currentPlayer += 1;
    if(currentPlayer == players.length)
        currentPlayer = 0;

    return winner;
}
};

this.wrongAnswer = function(){
    console.log('Question was incorrectly answered');
    console.log(players[currentPlayer] + " was sent to the penalty box");
    inPenaltyBox[currentPlayer] = true;

    currentPlayer += 1;
    if(currentPlayer == players.length)
        currentPlayer = 0;
    return true;
};
};

var notAWinner = false;

var game = new Game();

game.add('Chet');
game.add('Pat');
game.add('Sue');

do{

    game.roll(Math.floor(Math.random()*6) + 1);

    if(Math.floor(Math.random()*10) == 7){
        notAWinner = game.wrongAnswer();
    }else{
        notAWinner = game.wasCorrectlyAnswered();
    }
}

}while(notAWinner);

```