**Day Trip Generator**

**Learning objective:** Use and practice JavaScript fundamentals, with an emphasis on Single Responsibility.

**Technologies:** JavaScript, HTML, CSS

**Project points (unweighted): /65**

**Project points (weighted): /10**

**Features:**

(5 points): As a developer, I want to make at least three commits.

(5 points): As a user, I want a destination to be randomly selected for my day trip.

(5 points): As a user, I want a restaurant to be randomly selected for my day trip.

(5 points): As a user, I want a mode of transportation to be randomly selected for my day trip.

(5 points): As a user, I want a form of entertainment to be randomly selected for my day trip.

(15 points): As a user, I want to be able to randomly re-select a destination, restaurant, mode of transportation, and/or form of entertainment if I don’t like one or more of those things.

(10 points): As a user, I want to be able to confirm that my day trip is “complete” once I like all of the random selections.

(10 points): As a user, I want to display my completed trip in the console.

(5 points): As a developer, I want all of my functions to have a Single Responsibility. Remember, each function should do just one thing!

My Notes

// create a arrays that will contain values to be randomly generated

// create values to store randomly generated values for each category

// create if/else statements so user can regenerate selection

// confirm user selection with prompt

// display selected trip activities

// generate a destination for the user

// display generated trip details and ask user for confirmation or to regenerate trip

// display results (in a prompt?)

// then confirm user want's this trip

// if no, re-run all the generators