

## TD 2 – JavaScript

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This exercise sheet focuses on the basis of JavaScript and jQuery. The exercises can be uploaded to Arche as a ZIP file before this Wednesday.

### JavaScript and cows

This exercise follows the exercises of last week and adds interactions and animations.

The game must follow the following rules:

1. The amount of each bet must be lower than the remaining credits, otherwise the game cannot start. If the player chooses to give some doping to its cow, the sum of his bet and the cost of the doping must be lower than the remaining credits. If the remaining credits are lower than the price of doping a cow, then the checkbox must be disabled.
2. Before each race, a count-down (3, 2, 1, go) must be displayed.
3. Each cow moves every 50 milliseconds. The distance of each move of each cow must be random and between 5 and 10 px (you may adjust that depending on the size of your field and cows). The doped cows must move 1.5 times faster.
4. When a cow passed the finish line, the race is over. All the cows who pass the finish line are winners.
5. If the player selected one of the winning cows, a doping testing is performed with a probability of 0.1 and if the test is positive the player loses 1000 credits and the message “Holy cow! The test is positive!” appears. If no doping was used or no test was performed, the player wins three times his bet and the message “Moooo, you won!” appears.
6. If the cow of the player did not win, the player only losses the amount of his bet and the message “moohooohoo your cow was too slow!” appears.
7. If not credit is left, the message “Gam’mooo’ver” appears.