window.addEventListener("load", start) let points = 0; let lives = 3; let timer = 60; function start() { honeyPosition(); moveTheJar(); addPosition1(); moveToRight1(); timeout(); document.querySelector("#a\_sprite1").addEventListener("click", pauseAnimation1); // document.querySelector("#a\_sprite1").addEventListener("click", fadeOut1); document.querySelector("#a\_sprite\_2").addEventListener("click", pauseAnimation2); // document.querySelector("#a\_sprite\_2").addEventListener("click", fadeOut2); } function timeout() { if(timer === 0) { alert("game over Time is out"); } else { setTimeout(()=> { timer--; printTimer(); }, 1000) } } function printTimer() { document.querySelector(".seconds").textContent = timer; timeout(); } function honeyPosition() { console.log("honeyPosition"); document.querySelector("#a\_container\_2").classList.add("position\_2"); } function moveTheJar() { console.log("moveTheJar"); document.querySelector("#a\_container\_2").classList.add("moveRight\_2"); } function pauseAnimation2() { console.log("pauseAnimation"); document.querySelector("#a\_container\_2").classList.add("paused"); looseLife(); fadeOut2(); } function looseLife() { lives--; let targetHealtBoard = "#health\_board\_" + (lives + 1); document.querySelector(targetHealtBoard).querySelector("img").src = ".//no-heart.svg"; if (lives <= 0 ) { // call gameover alert("game over"); } } function unpauseAnimation() { console.log("unpauseAnimation"); document.querySelector("#a\_container\_2").classList.remove("paused"); } function fadeOut2() { console.log("fadeOut"); document.querySelector("#a\_sprite\_2").classList.toggle("fadeOut"); document.querySelector("#a\_sprite\_2").addEventListener("animationend", restart2); } function restart2() { console.log("restart2"); document.querySelector("#a\_container\_2").classList=""; document.querySelector("#a\_sprite\_2").classList=""; document.querySelector("#a\_container\_2").offsetHeight; document.querySelector("#a\_container\_2").classList.add("moveRight\_2"); document.querySelector("#a\_container\_2").classList.add("moveRight\_2"); document.querySelector("#a\_container\_2").classList.add("position\_2"); } function addPosition1() { console.log("addPosition1"); document.querySelector("#a\_container1").classList.add("position1"); } function moveToRight1() { console.log("moveToRight"); document.querySelector("#a\_container1").classList.add("moveRight"); } function pauseAnimation1() { console.log("pauseAnimation"); // document.querySelector("#a\_sprite1").removeEventListener("click", pauseAnimation1); document.querySelector("#a\_container1").classList.add("paused"); points++; printPointsToScoreBoard(); fadeOut1(); } function printPointsToScoreBoard() { // Print the points to the score board document.querySelector("#points").textContent = points; } function unpauseAnimation() { console.log("unpauseAnimation"); document.querySelector("#a\_container1").classList.remove("paused"); } function fadeOut1() { console.log("fadeOut"); document.querySelector("#a\_sprite1").classList.toggle("fadeOut"); document.querySelector("#a\_sprite1").addEventListener("animationend", restart1); } function restart1() { console.log("restart1"); // document.querySelector("#a\_sprite1").removeEventListener("animationend", restart1); document.querySelector("#a\_container1").classList=""; document.querySelector("#a\_sprite1").classList=""; document.querySelector("#a\_container1").offsetHeight; document.querySelector("#a\_container1").classList.add("moveRight"); document.querySelector("#a\_container1").classList.add("moveRight"); document.querySelector("#a\_container1").classList.add("position1"); document.querySelector("#a\_sprite1").addEventListener("click", pauseAnimation1); } // function clicktheBee () { // console.log("clicktheBee"); // // document.querySelector("#a\_container1").addEventListener("click", pauseAnimation); // document.querySelector("#a\_container1").classList.add("paused"); // points++; // document.querySelector("#points").textContent = points; // document.querySelector("#a\_sprite1").addEventListener("click", fadeOut); // document.querySelector("#a\_sprite1").addEventListener("animationend", restart); // } // function clicktheHoney () { // console.log("clicktheHoney"); // document.querySelector("#a\_container2").addEventListener("click", pauseAnimation); // document.querySelector("#a\_container2").classList.add("paused"); // document.querySelector("#a\_sprite2").addEventListener("click", fadeOut); // document.querySelector("#a\_sprite2").addEventListener("animationend", restart); // }

function pauseAnimation2()

{ console.log("pauseAnimation"); document.querySelector("#a\_container\_2").classList.add("paused");

looseLife();

fadeOut2(); }

function looseLife() {

lives--;

let targetHealtBoard = "#health\_board\_" + (lives + 1); document.querySelector(targetHealtBoard).querySelector("img").src = ".//no-heart.svg";

if (lives <= 0 ) {

// call gameover alert("game over"); }

}