**JavaScript RPG**

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

**Technologies:** JavaScript, HTML, Functions, Data Types, Flow Control (Conditionals), Loops, Object Literals

**Extra Credit Points: 5**

*You are Hercules, the greatest of the Greek Heroes! You have been tasked by King Eurystheus to slay the vicious Nemean Lion, defeat the impossible nine-headed Lernaean Hydra, and capture the guard dog of the underworld—Cerberus.*

**Features:**

As a developer, I want to make at least five commits with descriptive messages.

As a user, I want an engaging story to be told using alerts.

As a user, I want Hercules (and each enemy), to have health, attack power, and an array of attack names saved in an object literal.

As a user, I want the ability to select Hercules’ attack using a menu prompt.

As a user, I want the foe’s attack to be chosen at random.

As a user, I want the results of each attack to be logged in the console.

As a developer, I want to use an Attack() function that will terminate when Hercules or an enemy’s health reaches zero.

As a developer, I want my RunGame() function to call my other functions in a logical order that will determine game flow.

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