Courses   Unit   Assignment   Stats   Take Exams
                                Checklist

MERN V23.0

< 🟢 Javascript v23.0 >

Fundamentals ▼

OOP ▲

📙 Overview ✅

📙 Classes ✅

📙 Inheritance and Super ✅

🎴 Ninja ✅

✏️ Super Ninja ✅

📙 Dojo CCG ✅

🎴 **It's Time to Duel**

〽️ Chapter Survey

Functional Programming ▼

NPM ▼

Practice | Deadline: Tuesday of Week 1 | Difficulty Level: Intermediate | Est. Time: 1 - 2 hrs

It's Time to Duel

Unit Cards

name	cost	power	resilience
Red Belt Ninja	3	3	4
Black Belt Ninja	4	5	4

Effect Cards

name	cost	text	stat	magnitude
Hard Algorithm	2	increase target's resilience by 3	resilience	+3
Unhandled Promise Rejection	1	reduce target's resilience by 2	resilience	-2
Pair Programming	3	increase target's power by 2	power	+2

Play out the following scenario

turn	action
1	Make an instance of "Red Belt Ninja"
1	Make an instance of "Hard Algorithm" and play it on "Red Belt Ninja"
2	Make an instance "Black Belt Ninja"
2	Make an instance of "Unhandled Promise Rejection" and play it on "Red Belt Ninja"
3	Make an instance of "Pair Programming" and play it on "Red Belt Ninja"
3	"Red Belt Ninja" uses the attack method on "Black Belt Ninja"

☑ ~~Make an instance of Unit called "Red Belt Ninja"~~

☑ ~~Make an instance of Unit called "Black Belt Ninja"~~

☑ ~~Make an instance of Effect called "Hard Algorithm"~~

☑ ~~Make an instance of Effect called "Unhandled Promise Rejection"~~

☑ ~~Make an instance of Effect called "Pair Programming"~~

☐ Play out the scenario described above

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