

# FOLIO #2 (Item Generator)

## Interface mock-up

### *Item Generator*

ITEM 1 :	<input type="text"/>	<input type="button" value="ROLL"/>
ITEM 2 :	<input type="text"/>	<input type="button" value="ROLL"/>
ITEM 3 :	<input type="text"/>	<input type="button" value="ROLL"/>
ITEM 4 :	<input type="text"/>	<input type="button" value="ROLL"/>
ITEM 5 :	<input type="text"/>	<input type="button" value="ROLL"/>

## Pseudo-code

<create roll buttons and boxes for results (simple html)>

global variable roll1 = blank,  
global variable roll2 = blank,  
global variable roll3 = blank,  
global variable roll4 = blank,  
global variable roll5 = blank,  
global variable array #s 1-25,

when roll button clicked,  
    return random integer result from array between 1 and 25,  
        if number = (1-25),  
            display corresponding weapon (if, if else statements),  
            store number returned to variable associated with roll no,  
            exclude from rolls for other items(  
if no = (repeat function for 1-25),  
    then re-roll, if not, display result,  
repeat function for each roll,

# Variable Table

Variable	Type	Format	Size	Example	Purpose
roll1	blank, int	#	na	2, 16	To store the rolled number.
roll2	blank, int	#	na	4, 1	To store the rolled number.
roll3	blank, int	#	na	7, 11	To store the rolled number.
roll4	blank, int	#	na	9, 18	To store the rolled number.
roll5	blank, int	#	na	23, 2	To store the rolled number.
array	multiple ints	#s	1-25	1,2,3,4 etc.	To store all possible numbers.

Test Data	Expected Result	Attempts & Adjustments	Actual Result
	Each weapon will be unique.	Fixed lack of quotations within getElementById selectors. Added dice roll numbers which remain constant for each weapon.	Each weapon that is rolled is unique.
	Modifiers will not be unique.	Adjusted amount of modifiers to fit the amount of weapons, for realism.	Each modifier is not unique.
	Reset button should reload page, clearing the item rolls.	-	As expected.