$(document).ready(function() {

var questionBank = [

{

game: "Devil May Cry",

question: "What are the names of the protagonist Dante's handguns?",

answers: {

a: "Bert & Ernie",

b: "Crime & Punishment",

c: "Ebony & Ivory",

d: "Ryu & Ken"

},

correctAnswer: ["c", "Ebony & Ivory"],

gif: "assets/images/devil-may-cry-gif.gif"

},

{

game: "Mega Man",

question: "Which of the following bosses did not appear in Megaman 2 for the NES?",

answers: {

a: "Metal Man",

b: "Flash Man",

c: "Wood Man",

d: "Cuts Man"

}

];

//these variables will hold the plaace of our questions, answers, and current game reference

var mainContainer = $("#main-game"),

questionContainer = $("#question-span"),

answerContainer = $("#answer-span"),

gameContainer = $("#game-span"),

//this variable will hold the time remaining

timeRemaining = 30,

//this variable holds the current level

currentLevel = 0,

//these variables will hold the right, wrong, and unanswered variables

rightAnswers = 0,

wrongAnswers = 0,

unanswered = 0;

//this resets the question timer

function questionTimerReset() {

timeRemaining = 30;

clearInterval(questionIntervalId);

}

//this manages the visuals of the timer

function timerFunction() {

timeRemaining--;

$(".timer").html("<div class='timer'>Time remaining: " + timeRemaining + "</div>");

if (timeRemaining < 0) {

incorrectAnswerDisplayPage();

unanswered++;

currentLevel++;

questionTimerReset();

}

}

//this function resets the visual of the game output;

//it hides the start game button and shows the game;

//when you win it does the revese

function gameStart() {

$(".game-space").toggleClass("display-none");

$(".start-button").toggleClass("display-none");

currentLevel = 0;

loadQuestion(currentLevel);

}

function restartGame() {

rightAnswers = 0;

wrongAnswers = 0;

unanswered = 0;

currentLevel = 0;

loadQuestion(currentLevel);

}

//this test function will load the data from the questionBank to the page

function loadQuestion(x) {

if (x < questionBank.length) {

gameContainer.html("<h2>" + questionBank[x].game + "</h2>")

questionContainer.html("<h3>" + questionBank[x].question + "</h3>");

answerContainer.html(

"<div class='answer' value='a'>" + questionBank[x].answers.a + "</div>" +

"<div class='answer' value='b'>" + questionBank[x].answers.b + "</div>" +

"<div class='answer' value='c'>" + questionBank[x].answers.c + "</div>" +

"<div class='answer' value='d'>" + questionBank[x].answers.d + "</div>" +

"<div class='timer'>Time remaining: " + timeRemaining + "</div>"

);

//this variable will hold the setInterval

questionIntervalId = setInterval(function() {

timerFunction();

}, 1000);

} else {

gameEndDisplayPage();

}

}

//this line holds the code for displaying the answer page based on a correct answer

function correctAnswerDisplayPage() {

answerContainer.html("<h3>Correct! The answer was " + questionBank[currentLevel].correctAnswer[1] + "!</h3>" + "<img src=" + questionBank[currentLevel].gif + " height ='250'>");

answerDisplayTimeoutId = setTimeout(function() {

loadQuestion(currentLevel);

}, 5000);

}

//this line holds the code for displaying the answer page based on an incorrect answer or timeout

function incorrectAnswerDisplayPage() {

answerContainer.html("<h3> Sorry! The answer was " + questionBank[currentLevel].correctAnswer[1] + "!</h3>" + "<img src=" + questionBank[currentLevel].gif + " height ='250'>");

answerDisplayTimeoutId = setTimeout(function() {

loadQuestion(currentLevel);

}, 5000);

}

function gameEndDisplayPage() {

gameContainer.html("<h1> Thanks For Playing")

questionContainer.html("<p>Here are your results:<p>" + "<p>You answered " + rightAnswers + " questions correctly!</p>" +

"<p>You answered " + wrongAnswers + " incorrectly!</p>" +

"<p>" + unanswered + " questions went unanswered!</p>");

answerContainer.empty().append($("<button>").addClass("try-again btn btn-lg btn-primary").text("Try Again?"));

}

//The start button initiates the game

$(".start-button").on("click", function() {

gameStart();

})

//the restart button restarts the game

$(document).on("click", ".try-again", function() {

restartGame();

})

//this determines whether or not an answer is correct onclick;

//this line compares the value of the correct answer property in the object representing the current level and the value of the div you click on

$(document).on("click", ".answer", function() {

var yourSelection = $(this).attr("value");

if ((yourSelection == questionBank[currentLevel].correctAnswer[0]) && (currentLevel < questionBank.length)) {

rightAnswers++;

correctAnswerDisplayPage();

questionTimerReset();

currentLevel++;

} else {

wrongAnswers++;

incorrectAnswerDisplayPage();

questionTimerReset();

currentLevel++;

}

})

})

<!DOCTYPE html>

<html>

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">

<!-- jquery link -->

<script src="https://code.jquery.com/jquery-3.2.1.min.js" integrity="sha256-hwg4gsxgFZhOsEEamdOYGBf13FyQuiTwlAQgxVSNgt4=" crossorigin="anonymous"></script>

<!-- bootstrap link -->

<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css" integrity="sha384-BVYiiSIFeK1dGmJRAkycuHAHRg32OmUcww7on3RYdg4Va+PmSTsz/K68vbdEjh4u" crossorigin="anonymous">

<!-- Css link -->

<link rel="stylesheet" href="assets/style/style.css">

<!-- javascript link -->

<script type="text/javascript" src="assets/game/app.js"></script>

<title>CAPCOM Trivia</title>

</head>

<body>

<div id="main-game">

<div class="container game-body text-center">

<h1>Capcom Trivia</h1>

<button class="btn btn-lg btn-primary start-button">START GAME</button>

<div class="game-space display-none">

<div class="row">

<div class="col-xs-12 col-sm-12 col-md-12 col-lg-12 col-xl-12">

<div>

<span id="game-span"></span>

</div>

</div>

</div>

<div class="row">

<div class="col-xs-12 col-sm-12 col-md-12 col-lg-12 col-xl-12">

<div>

<span id="question-span"></span>

</div>

</div>

</div>

<div class="row">

<div class="col-xs-12 col-sm-12 col-md-12 col-lg-12 col-xl-12">

<div>

<span id="answer-span"></span>

</div>

</div>

</div>

</div>

</div>

</div>

</body>

</html>