Issues and Troubles

Week 1: Working on reading the multiple arrays and inputting it to the specific divisions.

Change from indivisual arrays into a 2d array system

Week 2: Setting up if statements so the game would change depending on what certain variables are.

[The update code which changes the visual elements for each round. Will update when I manually change the variables but doesn’t when leaving a if statement]

$('.screen').text(screenNum[roundNum]);

$('.btnOne').text(buttonSeq[row][colu]);

colu++;

$('.btnTwo').text(buttonSeq[row][colu]);

colu++;

$('.btnThree').text(buttonSeq[row][colu]);

colu++;

$('.btnFour').text(buttonSeq[row][colu]);

Week 3: Reading the player’s input and moving onto the next round

[Code checking if the correct button is clicked]

if (screenNum[0]==1) {

$('.gametext').text('If the display is 1, press the button in the first position.');

$('.btnOne').click(function(){

roundNum++;

console.log('ygygy', roundNum);

});

console.log("yeas", roundNum)

The code acknowledges that the button is clicked but does not move onto another.

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Control_flow_and_error_handling#>

Trying to manage multiple separate if statements

Week 4: