Help Center

both sides. Add an event handler function to the body You need to add another function for handling the situation when the player clicks on anything except the correct face Your code for constructing the event handler function will look similar to this: theBody.onclick = function gameOver() { alert("Game Over!"); theBody.onclick = null; theLeftSide.lastChild.onclick = null; The line theBody.onclick = function gameOver() { means that we are constructing a function which will be executed when the user clicks on the Body. The name of the function being created (gameOver()) is not particularly important, it can be anything appropriate. The line alert("Game Over!"); is one way to show a message to the user The line theBody.onclick = null; means that from now onwards nothing will happen when the user clicks anywhere in the web page The line theLeftSide.lastChild.onclick = null; means that from now onwards nothing will happen when the user clicks on the extra face. Delete the child nodes · Remember that each time the player clicks on the correct face all faces are removed and a new set of faces are generated. So that means at the appropriate place all children under the leftSide div and rightSide div need to be deleted. You previously learnt how to delete all child nodes on the course using a while loop.