

## Connecting Javascript with HTML

(Let the fun begin)

**What's In the Picture** (proj name: in-picture)

Pick the sentence that describes the picture:



1. `gQuests = [{id: 1, opts:[], correctOptIndex:1 }]`  
`gCurrQuestIdx = 0`
2. Note: It is convenient to have the images named by the quest id (e.g. : 1.jpg)
3. If the player is correct, move on to next quest
4. Some more functions:
  - a. `initGame()`
  - b. `createQuests()`
  - c. `renderQuest()`
  - d. `checkAnswer(optIdx)`
5. Create 3 questions