index.html

```html
<!DOCTYPE html>
<html>
  <head>
    <style>
      h2{
        font-family:Arial;



      }



    </style>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width">
    <title>repl.it</title>
    <link href="style.css" rel="stylesheet" type="text/css" />
  </head>
  <body style="background-color: pink">
    <script src="script.js"></script>
    <h1 style="font-family: Arial;"> Let me guess your current emotions based on
your music preferences!!</h1>
    <!-- https://images-na.ssl-images-
amazon.com/images/I/51Ib3jYSStL._AC_SL1001_.jpg -->
      <!-- https://nakedsecurity.sophos.com/wp-
content/uploads/sites/2/2016/01/emotions.jpg?w=780&h=408&crop=1 -->
    <img src="https://images-na.ssl-images-
amazon.com/images/I/51Ib3jYSStL._AC_SL1001_.jpg" alt="Music" width="100"
height="90"> <img src="https://nakedsecurity.sophos.com/wp-
content/uploads/sites/2/2016/01/emotions.jpg?w=780&h=408&crop=1" alt="emotions"
width="200" height="90">
    <h2> HOW TO PLAY</h2>
    <!-- directions for playing -->
    <ul>
    <li> Press the start button at the end to play the quiz</li>
    <li>Press OK or CLOSE to start</li>
    <li>Answer the question with the corresponding letter of your choice</li>
    <li>GET RESULTS</li>
    <li>PLAY AGAIN OR EXIT</li>
  <h3>If you would like to play press start!<button
onclick="playQuiz()">START</button></h3>
    <!-- button is linked to js code, alerts will show when start is pressed -->
  </body>
```

```html
</html>
```

script.js

```javascript
var pointsPerQuestion = []

function playQuiz(){

  window.alert("Welcome! Let me guess your current emotions based on your music
preferences!! Press OK to START")
  //clear list so that if play agaian is selected total function will run
correctly with 4 items
  pointsPerQuestion = []
  //question calls the question and choices for 5 different questions
  question("Question 1: Which artist do you listen to the most? A: Billie Eilish,
B: Frank Ocean, C: Cage the Elephant  or D: Pitbull?", "A, B, C, D");
  question("Question 2: Which song is your go to? A: Feeling Whitney, B: Another
Sad Love Song, C: Mr. Rager  or D: Lip Gloss?", "A, B, C, D");
  question("Question 3: Which playlist title is most appealing to you? A: i'm
just tired, B: done with the world, C: vibes, D: feeling myself", "A, B, C, D");
  question("Question 4: Which genre do you listen to the most? A: Country, B:
Pop, C: Indie/Alternative, D: Rap", "A, B, C, D");
  question("Question 5: Which album do you listen to the most? A: Blonde (Frank
Ocean), B: 21 (Adele), C: Wild Heart (Current Joys), D: Strange Desire
(Bleachers)", "A, B, C, D");
  total(pointsPerQuestion);
  //total is called to output the emotion
  console.log(pointsPerQuestion);
  var playAgain=prompt("Would you like to play again?", "Yes or No")
if(playAgain=="Yes" || playAgain=="yes"){
  playQuiz();
}
else{
  alert("Thanks for playing!")
}
}
function question(display, choices){
var playerChoice=prompt(display, choices)
if (playerChoice=="A" || playerChoice=="a"){
  //gives a point value for each choice
    pointsPerQuestion.push(1)
    //one point for a because they are all sad choices
  }
  else if (playerChoice=="B" || playerChoice=="b"){
    pointsPerQuestion.push(2)
    //two points for b because they are happier than a
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    }
    else if (playerChoice=="C" || playerChoice=="c"){
      pointsPerQuestion.push(3)
      //three points for c because they are average happy choices
    }
    else{
      pointsPerQuestion.push(4)
      //d options get four points for being the happiest, 1 is least happy 4 is the
most
    }
}
function total(pointsPerQuestion){
  //this function takes the items that were pushed to the list from the question
function and adds them with a loop
  //this is the function i am going to submit
  var totalScore=0
  for(i=0;i<pointsPerQuestion.length;i++){
    totalScore=totalScore+pointsPerQuestion[i]
  }
  //the total from the list is compared to values that would be if the user
entered the same letter for each question, an emotion is given
  if(totalScore<=5){
    alert("You seem miserable :( Do you need a hug?")
  }
  else if(totalScore<=10){
    alert("You seem lost :/ I hope you figure things out!!")
  }
  else if(totalScore<=15){
    alert("You seem satisfied :) Go you!")
  }
  else if(totalScore<=20){
    alert("You seem Joyful :)) Keep it up!!")
  }
}
```