// # Project Sprint 1 Checklist

/\*\*

\* Variables used

\*/

var player1 = document.querySelector("#player1");

var player2 = document.querySelector("#player2");

var player1Deck;

var player2Deck;

var realCards;

var num = 0;

//var cards;

var gameBoard = document.querySelector('.gameBoard');

var gameOver;

var tempHand1;

var tempHand2;

//var showImg;

// // test cards for WAR

// player1Deck = [2, 4, 5, 6, 2, 4, 5, 7, 8];

// player2Deck = [2, 4, 5, 6, 2, 4, 5, 9, 9];

var cardsDefault = [

2,3,4,5,6,7,8,9,10,11,12,13,14, //index 0-12

2,3,4,5,6,7,8,9,10,11,12,13,14, //index 13-25

2,3,4,5,6,7,8,9,10,11,12,13,14, //index 26-38

2,3,4,5,6,7,8,9,10,11,12,13,14 //index 39-51

];

// var cardsTest = [

// 7,5,8,9, //index 0-12

// 6,4,7,8 //index 39-51

// ];

var cardsPlaying = [

2,3,4,5,6,7,8,9,10,11,12,13,14, //index 0-12 hearts

2,3,4,5,6,7,8,9,10,11,12,13,14, //index 13-25 spades

2,3,4,5,6,7,8,9,10,11,12,13,14, //index 26-38 clubs

2,3,4,5,6,7,8,9,10,11,12,13,14 //index 39-51 diamonds

];

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*=================================

\* Connect -- not yet.. for images

\* @param {Number} w - represents width

\* @param {Number} h - represents height

\* @return {Number} Sum of w and h

\*/

var connectBoard = function() {

// for (var i = 0; i < cardsDefault.length; i++) {

for (var i = 0; i < cardsPlaying.length; i++) {

realCards = document.createElement('div');

realCards.setAttribute('class', 'cardPosition');

gameBoard.appendChild(realCards);

}

};

// start button on html page

var $start = document.querySelector('#start');

// play button on html page

var $play = document.querySelector('#play');

/\*\*

\* Start Game calls 'connectBoard' and 'shuffleDeck' functions

\* Connect Board

\* Shuffles cards

\* @param {cardsPlaying} represents cards played

\* deck is cut in half

\*/

var startGame = function(){

alert('The game is starting, press Play');

//cards

connectBoard();

// cut deck in half

shuffleArray(cardsPlaying);

player1Deck = cardsPlaying.splice(0, 26);

player2Deck = cardsPlaying;

// player1Deck = cardsPlaying.splice(0, 1);

// player2Deck = cardsTest;

//shuffleArray(cardsTest);

// turnCards();

$play.addEventListener('click', turnCards);

};

/\*\*

\* Reset button calls Start Game function

\*/

var $reset = document.querySelector('#reset');

var resetGame = function() {

cardsPlaying = cardsDefault;

player1.innerHTML = "";

player2.innerHTML = "";

startGame();

};

/\* Card is visible on page

\* Shows first two cards in play

\* and compares the value of first number of other

\*/

var turnCards = function() {

var topCardP1 = player1Deck[num];

var topCardP2 = player2Deck[num];

player1.innerHTML = topCardP1;

player2.innerHTML = topCardP2;

// num = num + 1;

compareCards(topCardP1, topCardP2);

//if (topCardP1 === topCardP2) {

player1.innerHTML = topCardP1;

player2.innerHTML = topCardP2;

gameOver();

//}

};

gameOver = function () {

if (player1Deck.length < 1){

//.querySelector('#message').innerHTML = "Player 1 has no cards left, ' Player 2 WINS GAME";

$play.removeEventListener('click', turnCards);

alert('Player 2 wins! GAME OVER');

resetGame();

//connectBoard();

} else if (player2Deck.length < 1) {

//document.querySelector('#message').innerHTML = "Player 2 has no cards left Player 1 WINS GAME";

$play.removeEventListener('click', turnCards);

alert('Player 1 wins! GAME OVER');

resetGame();

}

};

/\*\*

\* Shuffles array of cards

\* @param {array} shuffles array numbers

\* @return {array} shuffles numbers

\*/

function shuffleArray(array) {

for (var i = array.length - 1; i > 0; i--) {

var j = Math.floor(Math.random() \* (i + 1));

var temp = array[i];

array[i] = array[j];

array[j] = temp;

}

return array;

}

/\*\*

\* Compares cards for play

\* @param {compareCardP1} Player 1 card

\* @param {compareCardP2} Player 2 card

\* @return {winner of card} Winner of card played in regular play or who wins War cards (10 total)

\*/

function compareCards(compareCardP1, compareCardP2) {

//console.log('Player1 cards: ' + player1Deck);

// console.log('Player1 deck length: ' + player1Deck.length);

//console.log('Player2 cards: ' + player2Deck);

// console.log('Player2 deck length: ' + player2Deck.length);

// console.log('total cards in play: ' + (player2Deck.length + player1Deck.length));

var removedCard1;

var removedCard2;

if (compareCardP1 > compareCardP2) {

//logic here to add card back

// remove cards from players' hands

removedCard1 = player1Deck.shift();

removedCard2 = player2Deck.shift();

//alert('Player 1 wins cards');

//console.log('P1 WON - Moved 2 cards to beginning of deck ' + player1Deck);

// add both cards to bottom of player1 pile

player1Deck.push(removedCard1, removedCard2);

// console.log('P1 - pushed card ' + player1Deck);

console.log('P1 cards ' + player1Deck);

console.log('P2 cards ' + player2Deck);

// isWar = false;

return 'Winner is Player 1';

} else if (compareCardP1 < compareCardP2) {

//logic here to add card back

// remove cards from players' hands

removedCard1 = player1Deck.shift();

removedCard2 = player2Deck.shift();

//console.log('P2 WON - Moved 2 cards to beginning of deck ' + player2Deck);

//alert('Player 2 wins cards');

// add both cards to bottom of player 2 pile

player2Deck.push(removedCard1,removedCard2);

// console.log('P2 - pushed card ' + player2Deck);

console.log('P1 cards ' + player1Deck);

console.log('P2 cards ' + player2Deck);

// helper to visualize

// isWar = false;

return 'Winner is Player 2';

} else if (compareCardP1 === compareCardP2) {

//document.querySelector('#players');

//document.querySelector('#message').textContent = "Cards Match - WAR!";

// 4 cards from each deck held in temp area for winner

warCardsRemoved();

// cards match - War is played

alert('Declare War! ' + compareCardP1 + " vs. " + compareCardP2);

// console.log(player1Deck);

// console.log(player2Deck);

if (tempHand1[3] > tempHand2[3]) {

removedCard1 = player1Deck.shift();

removedCard2 = player2Deck.shift();

// player 1 wins 'WAR' and gets all 8 cards

player1.innerHTML = tempHand1[0];

player2.innerHTML = tempHand2[0];

console.log('P1 wins War cards ' + tempHand1[3]);

player1Deck = player1Deck.concat(tempHand1, tempHand2);

//console.log(player1Deck + ' concatanated player1 Deck');

player1Deck.push(removedCard1, removedCard2);

//console.log(player1Deck + ' player1Decked pushed')

//console.log('player1 deck: ' + player2Deck)

// console.log('Player 2 ')

alert('Player 1 is WINNER of WAR! ' + tempHand1[3] + ' vs. ' + tempHand2[3]);

} else {

removedCard1 = player1Deck.shift();

removedCard2 = player2Deck.shift();

// add both cards to bottom of player 2 pile

// player2Deck.push(removedCard1, removedCard2);

// player 2 wins 'WAR' and gets all 8 cards

// console.log('tempHand1: ' + tempHand1);

// console.log('tempHand2: ' + tempHand2);

console.log('P2 wins War cards ' + tempHand2[3]);

player2Deck = player2Deck.concat(tempHand1, tempHand2);

//console.log(player2Deck + ' player2 Deck');

player2Deck.push(removedCard1, removedCard2);

alert('Player 2 is WINNER of WAR! ' + tempHand2[3] + ' vs. ' + tempHand1[3]);

}

}

}

/\*\*

\* Event Listeners for Start and Reset button

\*/

$start.addEventListener('click', startGame);

$reset.addEventListener('click',resetGame);

/\*\*

\* Removes 4 cards from each hand into temporary area when WAR

\*/

function warCardsRemoved() {

// var topCardP1 = player1Deck[num];

// var topCardP2 = player2Deck[num];

// player1.innerHTML = topCardP1;

// player2.innerHTML = topCardP2;

//document.querySelector('#message').textContent = "Cards Match - WAR!";

tempHand1 = player1Deck.splice(0, 4); // this removes first 4 cards

tempHand2 = player2Deck.splice(0, 4); // this removes first 4 cards

player1.innerHTML = tempHand1[0];

player2.innerHTML = tempHand2[0];

console.log('In warCardsRemoved func ' + tempHand1);

console.log('In warCardsRemoved func ' + tempHand2);

}