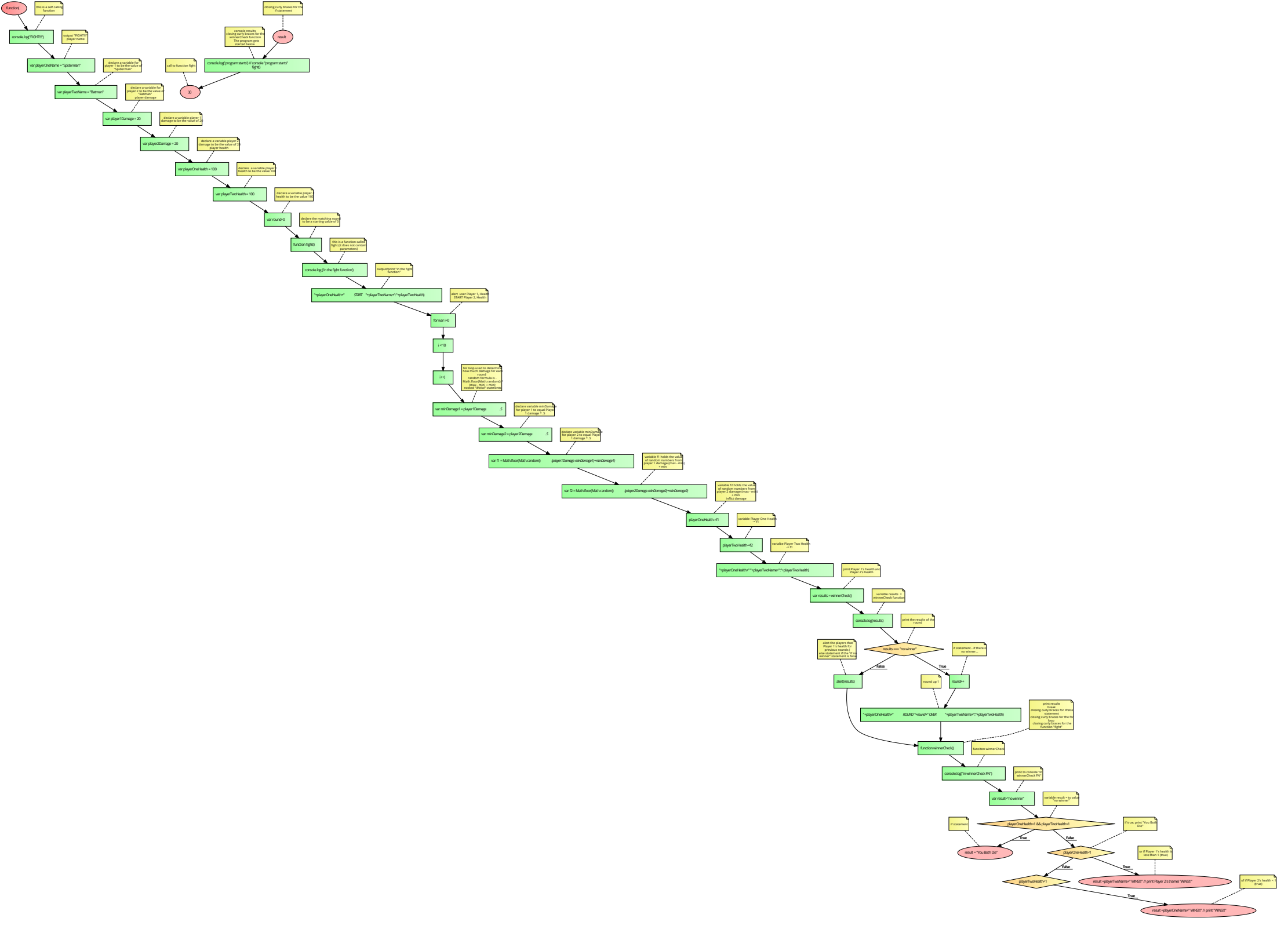
function(
this is a self called function
console.log("FIGHT!!!")
output "FIGHT!!!" player name
var playerOneName = "Spiderman"
declare a variable for player 1 to be the value of "Spiderman"
var playerTwoName = "Batman"
declare a variable for player 2 to be the value of "Batman"
player damage
var player1Damage = 20
declare a variable player 1 damage to be the value of 20
var player2Damage = 20
declare a variable player 2 damage to be the value of 20
player health
var playerOneHealth = 100
declare a variable player 1 health to be the value 100
var playerTwoHealth = 100
declare a variable player 2 health to be the value 100
var round=0
declare the matching round to be a starting value of 0
function fight()
this is a function called fight (it does not contain parameters)
console.log ('in the fight function')
output/print "in the fight function"
"+playerOneHealth+" START "+playerTwoName+":"+playerTwoHealth)
alert user Player 1, Health START Player 2, Health
for (var i=0
i < 10
i++)
for loop used to determine how much damage for each round
random formula is - Math.floor(Math.random()*(max - min) + min)
revised "Math.ceil" statements
var minDamage1 = player1Damage .5
declare variable minDamage for player 1 to equal Player 1 damage * .5
var minDamage2 = player2Damage .5
declare variable minDamage for player 2 to equal Player 1 damage * .5
var f1 = Math.floor(Math.random() (player1Damage-minDamage1)+minDamage1)
variable f1 holds the value of random numbers from player 1 damage (max - min) + min
var f2 = Math.floor(Math.random() (player2Damage-minDamage2)+minDamage2)
variable f2 holds the value of random numbers from player 2 damage (max - min) + min
inflict damage
playerOneHealth-=f1
variable Player One Health -= f1
playerTwoHealth-=f2
variablbe Player Two Health -= f1
"+playerOneHealth+" "+playerTwoName+":"+playerTwoHealth)
print Player 1's health and Player 2's health
var results = winnerCheck()
variable results = winnerCheck function
console.log(results)
print the results of the round
alert the players that Player 1's health for previous rounds (else statement in fill no winner statement is false
results === "no winner"
if statement - if there is no winner...
False
True
alert(results)
round up 1
round++
"+playerOneHealth+" ROUND "+round+" OVER "+playerTwoName+":"+playerTwoHealth)
print results
break
closing curly braces for if/else statement
closing curly braces for the for loop
closing curly braces for the function "fight"
function winnerCheck()
function winnerCheck
console.log("in winnerCheck FN")
print to console "in winnerCheck FN"
var result="no winner"
variable result = to value "no winner"
if statement
playerOneHealth<1 && playerTwoHealth<1
if true; print "You Both Die"
True
False
result = "You Both Die"
playerOneHealth<1
or if Player 1's health is less than 1 (true)
False
True
playerTwoHealth<1
result =playerTwoName+" WINS!!! // print Player 2's (name) "WINS!!"
if if Player 2's health < 1 (true)
True
result =playerOneName+" WINS!!! // print "WINS!!"