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1  import './style.css'
2
3  let rpcOptions = document.getElementsByClassName("option")
4  let stage = document.getElementById("location")
5  let desc = document.querySelector(".desc")
6  let maincontent = document.getElementById("maincontent")
7  let location = document.getElementById("location")
8
9  const stagesetchoices = {
10     cerbChoices : [
11         {
12             counter : rpcOptions.paper,
13             beats : rpcOptions.scissors,
14             ties : rpcOptions.rock,
15             image : "/carb_rock.png"
16         },
17         {
18             counter : rpcOptions.scissors,
19             beats : rpcOptions.rock,
20             ties : rpcOptions.paper,
21             image: "/cerb_paper.png"
22         },
23         {
24             counter: rpcOptions.rock,
25             beats: rpcOptions.paper,
26             ties: rpcOptions.scissors,
27             image: "carb_scissor.png"
28         },
29     ],
30     LuciferChoices_Norm : [
31         {
32             counter : rpcOptions.paper,
33             beats : rpcOptions.scissors,
34             ties : rpcOptions.rock,
35             image: "luc_rock.png"
36         },
37         {
38             counter : rpcOptions.scissors,
39             beats : rpcOptions.rock,
40             ties : rpcOptions.paper,
41             image: "luc_pap.png"
42         },
43         {
44             counter: rpcOptions.rock,
45             beats: rpcOptions.paper,
46             ties: rpcOptions.scissors,
47             image: "luc_scissors.png"

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9  const stagesetchoices = {
30    LuciferChoices_Norm : [
33      beats : rpcOptions.scissors,
34      ties : rpcOptions.rock,
35      image: "luc_rock.png"
36    ],
37    {
38      counter : rpcOptions.scissors,
39      beats : rpcOptions.rock,
40      ties : rpcOptions.paper,
41      image: "luc_pap.png"
42    },
43    {
44      counter: rpcOptions.rock,
45      beats: rpcOptions.paper,
46      ties: rpcOptions.scissors,
47      image: "luc_scissors.png"
48    },
49    {
50      counter: null,
51      beats: [rpcOptions.paper, rpcOptions.rock, rpcOptions.scissors],
52      ties: null,
53    }
54  ],
55  LuciferChoices_Exp : [
56    {
57      counter : rpcOptions.paper,
58      beats : rpcOptions.scissors,
59      ties : rpcOptions.rock,
60      image: "luc_rock_exp.png"
61    },
62    {
63      counter : rpcOptions.scissors,
64      beats : rpcOptions.rock,
65      ties : rpcOptions.paper,
66      image: "luc_paper_exp.png"
67    },
68    {
69      counter: rpcOptions.rock,
70      beats: rpcOptions.paper,
71      ties: rpcOptions.scissors,
72      image: "luc_scissors_exp.png"
73    },
74    {
75      counter: null,
76      beats: [rpcOptions.paper, rpcOptions.rock, rpcOptions.scissors],
77      ties: null,
78      image: "luc_spellcast_exp.png"

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        image: "luc_spellcast_exp.png"
    }
]
}

if (rpcOptions.cross) {stagesetchoices.LuciferChoices_Exp[3].counter = cross}

function randombotChoice(min, max) {

    return Math.floor(Math.random() * (max - min + 1)) + min
}
function matchoptions(option, botset, botchoice, nextRoom, LoseRoom, tieRoom){
    console.log(botset[botchoice].counter.id)
    if (botset[botchoice].counter !== null){
        if (botset[botchoice].counter.length > 1){
            botset[botchoice].counter.forEach(counter => {
                if (option.target.id == counter.id) {

                    if (!nextRoom){
                        return "win"
                    }else{
                        console.log("WIN")
                        window.location.href = nextRoom;
                    }
                }
            })
        }

        else if (option.target.id == botset[botchoice].counter.id){
            console.log("WIN")

            if (!nextRoom){
                return "win"
            }
            window.location.href = nextRoom;
        }
    }
    if (botset[botchoice].beats !== null){
        if (botset[botchoice].beats.length > 1){
            botset[botchoice].beats.forEach(beats => {
                if (option.target.id == beats.id) {
                    console.log("LOSE")
                    if (!loseRoom){

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120         botset[botchoice].beats.forEach(beat => {
121             console.log(LOSE)
122             if (!loseRoom){
123                 console.log("cancelled")
124                 return "lose"
125             }
126             window.location.href = loseRoom;
127         })
128     }
129 })
130 }else if (option.target.id == botset[botchoice].beats.id){
131     console.log("LOSE")
132     if (!loseRoom){
133         console.log("cancelled")
134         return "lose"
135     }
136     window.location.href = loseRoom;
137 }
138 }
139 }
140 if (botset[botchoice].ties !== null){
141     if (botset[botchoice].ties.length > 1){
142         botset[botchoice].ties.forEach(tie => {
143             if (option.target.id == tie.id) {
144                 console.log("TIE")
145                 if (!tieRoom){
146                     return "tie"
147                 }
148                 window.location.href = tieRoom;
149             }
150         })
151     }
152     else if (option.target.id == botset[botchoice].ties.id){
153         console.log("TIE")
154         if (typeof tieRoom == undefined){
155             return "tie"
156         }
157         window.location.href = tieRoom;
158     }
159 }
160 }
161
162 function addSelection(options, botset, botchoice, nextRoom, loseRoom, tieRoom){
163     for (let i = 0; i < options.length; i++){
164         rpcOptions[i].addEventListener("click", (el)=>{
165             el.preventDefault()
166             return matchoptions(el, botset, botchoice, nextRoom, loseRoom, tieRoom)
167         })
168     }

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174 function battleSetup(min, max, botset, nextRoom, loseRoom, tieRoom){
175     let botchoice = randombotChoice(min,max)
176     console.log(botset[botchoice].image)
177     maincontent.src = botset[botchoice].image
178     return addSelection(rpcOptions, botset, botchoice, nextRoom, loseRoom, tieRoom)
179 }
180
181
182 if (stage.dataset.room == "cerb"){
183     battleSetup(0, 2, stagesetchoices.cerbChoices, "/start_win.html", "/start_lose.html", "/start_tie.html")
184 }
185 else if (stage.dataset.room == "lucifer"){
186     battleSetup(0, 2, stagesetchoices.LuciferChoices_Norm, "/Lucifer_Inter", "/Lucifer_lose.html", "lucifer_tie.html")
187 }
188 else if (stage.dataset.room == "lucifer2"){
189     maincontent.style.width = "62%"
190     location.style.marginBottom = "0"
191     battleSetup(0, 3, stagesetchoices.LuciferChoices_Exp, "/Lucifer_win", "/Lucifer_lose.html", "lucifer_tie.html")
192 }
193
194
195
196
197 function changedesc(i, text, redirect){
198     if (i < text.length){
199         desc.textContent = text[i].text
200         if (text[i].image) {
201             maincontent.src = text[i].image
202         }
203     } else{
204         window.location.href = redirect
205     }
206 }
207
208 let luciferDialogue = [
209     {text:"\nI see that you have made it, damnedest.\n"},
210     {text:"\nMy name and title is Lucifer, the bearer of this land.\n"},
211     {text:"\nYour will is doomed, but, there is one way to repent\n"},
212     {text:"\nFace me, and escape your fate... through the noble game of じゃんけんシュート, 가위바위보, Forfices Saxorum et Chartarum or... ROCK. PAPER. SCISSORS.\n"},
213     {text:"\nESCAPE from the sin of... gambling...?\n"},
214     {text:"Ok yeah you've definitely skipped a step."}
215 ]
216
217 if (stage.dataset.room == "throne"){
218     let i = 0
219
220     document.querySelector('.option').addEventListener("click", (e)=>{

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220     document.querySelector('.option').addEventListener("click", (e)=>{
221         e.preventDefault()
222         changedesc(i, luciferDialogue, "/LuciferFight.html")
223         i++
224     })
225 }

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