

CHILDREN ARE NUMBERING THEM TO CH

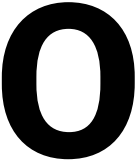
1. 3 x 3 grid

2. Next to the number = +1 / -1

3. Top / Bottom = +3 / -3

4. 2 + 1 / 6 - 1 ?????

GAMELOGIC





2





4



5

















3



2

x%3=0

GAME LOGIC

COMPARE NUMBERS ON THE SIDES THEY TOUCH

- 1. 3 x 3 grid
- 2. Next to the number = +1 / -1
- 3. Top / Bottom = +3 / -3
- 4. $2 + 1 / 6 - 1$?????

0	1	2
3	4	5
6	7	8

$x \% 3 = 0$

$x \% 3 = 2$

From cards in array - > front end

```
let z = this.hands[i];
$('#cardBoard${y}`).addClass(`${this.name}Card`, 1000, `linear`)
$('#cardBoard${y} #topNum').text(`${z.top}`);
$('#cardBoard${y} #leftNum').text(`${z.left}`);
$('#cardBoard${y} #botNum').text(`${z.bottom}`);
$('#cardBoard${y} #rightNum').text(`${z.right}`);
```

5	2	53	17	26	6
1	1	2	8		
2	6	16	6		
1	8				
2	1	4	6		5
1	7	3	8		

```
if(p1.length > 0 && p2.length > 0){
  for(let j in p2){
    let y = parseInt(p2[j]);
    if(x == (y+3)){
      if($('#cardBoard${x} #topNum').text() > $('#cardBoard${y} #botNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the top number is greater than their bot number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else if(x == (y-3)){
      if($('#cardBoard${x} #botNum').text() > $('#cardBoard${y} #topNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the bot number is greater than their top number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else if(x == (y+1) && (x % 3 != 0)){
      if($('#cardBoard${x} #leftNum').text() > $('#cardBoard${y} #rightNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the left number is greater than their right number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else if(x == (y-1) && (x % 3 != 2)){
      if($('#cardBoard${x} #rightNum').text() > $('#cardBoard${y} #leftNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the right number is greater than their left number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else {
      console.log(`there is no match`);
      this.compareCheck = 1;
    }
  }
}
```