

JavaScript Duel Game

The objective of this exercise is to create a game using just front end technologies. The game consists of 2 players fighting in duels.

Player One will shoot using **F** key (from the keyboard) and player two using **J** key.

1.- HTML & CSS

- The game should occupy the entire window, no matter what size it has (unless there is no room for the content).



Image 1: Small screen view.

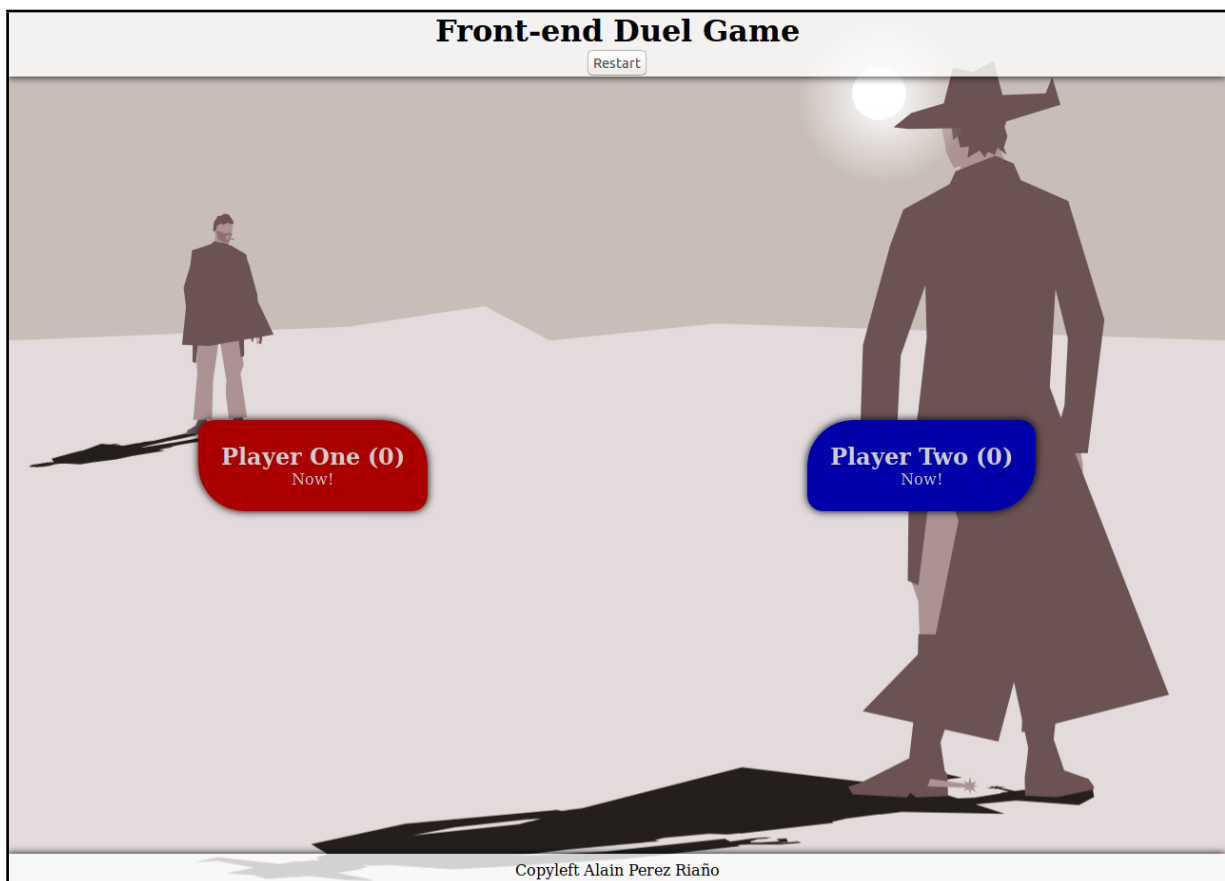


Image 2: Big screen view.

- The header and the footer should occupy just the needed space. The players “cards” should occupy the rest of the height of the page.
- The header, footer and player sections should drop a shadow.
- All texts are centred.
- Players sections should have a title with their punctuation and a text as the output on what happens in each moment.
- There is a button in the header to restart the game.

2.- First steps

- Load the JS file in the HTML.
- Call a function that starts the game when the HTML is loaded.
- That function can load each player’s information (the elements that will change during the game, for example) and will write in their output text to wait for the signal (see image 3).
- Then, add a timeout to call another function when a specific time passes.
- That time will be a random from 2-5 seconds.
- That second function will write “Now!” to both users so they can shoot (see image 3).



Image 3: Game has started.



Image 4: Users can shoot.

3.- Enable shooting

- Add an event that reads users keyboard clicks.
- When a key is pressed you have to check 2 things
 - Check if the players are allowed to shoot (after image 3).
 - F or J keys are pressed. If another key is pressed nothing has to happen.
- If both conditions happen, check who wins, print it and add the result to the scoreboard (see image 5). Remember to disable shooting after one of them wins.
- Wait 2 seconds for the users to see the result and start the game again (random waiting time, enable shooting...).



Image 5: F key has been pressed before J, so player one wins.

4.- User fails if shoots too soon

- If any of the users clicks a key before they can shoot (during image 3), the user loses and add.
- If that happens, remember to remove the timeout or it will write "Now!" when the 2-5 seconds pass and starting the game again.



Image 6: User one shoots too soon.

5.- Restarting the game.

- When the restart button is pressed, the score should go to 0 and the game must start removing any pending process, such as timeouts.
- The game must start again then (see image 3).