

```
var randButtonId;
var currentPlayer = 1;
var p1score = 0;
var p2score = 0;

setBoard();

function setWinner(){
  if(p1score == 10|| p2score >= -3){
    showElement("player1Win_label");
    hideElement("player2Win_label");

  }

  else if (p2score == 10|| p1score >= -3) {
    showElement("player2Win_label");
    hideElement("player1Win_label");

  }

}

function checkGameOver() {
  if (p1score == 10 || p1score == 10) {
    setScreen("gameOver_screen");

  } else if (p1score == -3 || p2score == -3){
    setScreen("gameOver_screen");

  }

  else{
    setScreen("gamePlay_screen");

  }

  setWinner();
}
```

```

function updateScoreBy(amt) {

    if (currentPlayer == 1) {

        p1score = p1score + amt;

    } else {

        p2score = p2score + amt;

    }

    setText("score1_label", p1score);
    setText("score2_label", p2score);

}

function switchPlayer(){
    if(currentPlayer==1){
        showElement("player2_highlight");
        hideElement("player1_highlight");
        currentPlayer=2;

    } else {
        showElement("player1_highlight");
        hideElement("player2_highlight");
        currentPlayer=1;
    }
    console.log("current player is: "+currentPlayer);
}

function checkCorrect(buttonId){
    console.log("Checking:" +buttonId);
    console.log("Correct button is:" +randButtonId);
    if (buttonId == randButtonId) {
        console.log("You got it Right!");
        updateScoreBy(1);

    }

    else{
        console.log("WRONG");
        updateScoreBy(-3);
    }
}

```

```

    setBoard();
    switchPlayer();
    checkGameOver();
}
onEvent("button1", "click", function( ) {
    checkCorrect("button1");
});

onEvent("button2", "click", function( ) {
    checkCorrect("button2");
});

onEvent("button3", "click", function( ) {
    checkCorrect("button3");
});

onEvent("button4", "click", function( ) {
    checkCorrect("button4");
});

function setBoard() {

    randButtonId = "button" +randomNumber(1,4);
    var R = randomNumber(0,235);
    var G = randomNumber(0,235);
    var B = randomNumber(0,235);
    var color = rgb(R, G, B);
    R = R+20; //add 20 to current value of R
    G = G+20;
    B = B+20;
    var diffColor = rgb(R, G, B);

    setProperty("button1", "background-color", color);
    setProperty("button2", "background-color", color);
    setProperty(randButtonId, "background-color", diffColor);
    setProperty("button3", "background-color", color);
    setProperty("button4", "background-color", color);

}
var randButtonId;
var currentPlayer = 1;
var p1score = 0;

```

```
var p2score = 0;
```

```
setBoard();
```

```
function setWinner(){  
    if(p1score == 10|| p2score >= -3){  
        showElement("player1Win_label");  
        hideElement("player2Win_label");  
  
    }  
  
    else if (p2score == 10|| p1score >= -3) {  
        showElement("player2Win_label");  
        hideElement("player1Win_label");  
  
    }  
  
}
```

```
function checkGameOver() {  
    if (p1score == 10 || p1score == 10) {  
        setScreen("gameOver_screen");  
  
    } else if (p1score == -3 || p2score == -3){  
        setScreen("gameOver_screen");  
  
    }  
  
    else{  
        setScreen("gamePlay_screen");  
  
    }  
  
    setWinner();  
}
```