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// variables for mountain and score
var mountainnum;
var currentMountain;
var currentHeight;
var currentRange;
var currentAscent;
var score;

// variables to retrieve and store data from table columns: height,
range, ascent
var heights = getColumn("World's Tallest Mountains", "Height in ft");
var ranges = getColumn("World's Tallest Mountains", "Range");
var ascents = getColumn("World's Tallest Mountains", "First ascent");

// variables to create lists
var heightslist = [];
var rangeslist = [];
var ascentslist = [];

// adds data values from table to lists
for (var i = 0; i < 108; i++) {
    appendItem(heightslist, heights[i]);
    appendItem(rangeslist, ranges[i]);
    appendItem(ascentslist, ascents[i]);
}

// user clicks button to begin game, screen changes to game screen
onEvent("GameButton", "click", function( ) {
    setScreen("GameScreen");
});

// when generate button clicked, a random value 1-108 is picked and
passed into the newMountain function
onEvent("GenerateButton", "click", function( ) {
    // reset score to 5
    score = 5;
    // clear out score, where guess is entered, where computer
incorrect/correct is printed, and mountain image
    setProperty("Score", "text", score);
    setProperty("MountainGuess", "text", "");
    setProperty("Answer", "text", "");
    setImageURL("MountainImage",
"https://www.creativefabrica.com/wp-content/uploads/2020/04/16/Purple
-Rectangle-Polygon-Background-Graphics-3882300-1.jpg");
    // generate random number from 1-108 to pick a mountain

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    mountainnum = randomNumber(1, 108);
    // pass number into function as parameter to retrieve mountain name
    from list
    currentMountain = newMountain(mountainnum);
    // use number as index to retrieve height, range, and ascent from
    the 3 clues lists
    currentHeight = heightslist[mountainnum];
    currentRange = rangeslist[mountainnum];
    currentAscent = ascentslist[mountainnum];
    // display the clues on the screen
    setText("Value1", currentHeight);
    setText("Value2", currentRange);
    setText("Value3", currentAscent);
});

// when submit button is clicked, conditionals determine if guess is
correct or incorrect
onEvent("SubmitButton", "click", function( ) {
    // stores user's guess from the entry box
    var guessMountain = getProperty("MountainGuess", "text");
    // conditional to check if guess is correct or incorrect
    if (guessMountain == currentMountain) {
        // if the guess is correct, print correct on screen and change
        the image
        setProperty("Answer", "text", "Correct! Hit 'Generate' to play
        again.");
        setImageURL("MountainImage",
        "https://zhivagopartners.com/wp-content/uploads/2021/02/dreamstime_m_
        113581355-1024x683.jpg");
    } else {
        // if the guess is incorrect, reduce the score, update the score
        on the screen
        // check the score status as a parameter passed into a function
        // prints user message generated as a return from the function
        score = score - 1;
        setProperty("Score", "text", score);
        var AnswerBox = CheckEndGame(score);
        if (score > 0) {
            setProperty("Answer", "text", AnswerBox);
        }
    }
});

// if user decides to end the game early, EndGame function is called
onEvent("EndButton", "click", function( ) {

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    EndGame();
});

// traverse mountains data column using parameter of randomly
generated number
function newMountain (mountnum){
    // Mountains stores data from table on mountain names
    var Mountains = getColumn("World's Tallest Mountains", "Mountain
name");
    // MountainName stores element from list corresponding to the index
number passed into it
    var MountainName = Mountains[mountnum];
    // print mountain name in console for testin purposes
    console.log(MountainName);
    // return mountain name to store in currentMountain
    return MountainName;
}

// parameter of score, checks how game should respond according to
score
function CheckEndGame(score) {
    var usermessage;
    if (score > 1) {
        // user can keep playing, prints incorrectness, sets new picture
        usermessage = "Incorrect! Keep guessing.";
        setImageURL("MountainImage",
"http://1.bp.blogspot.com/-kZX_E05C82M/T7PssN0u6FI/AAAAAAAAARE/-0kv_6
Bbhck/s1600/mountain-climbing-1280x800.jpg");
    } else if ((score == 1)) {
        // user is on last chance, loop to hide text boxes with clues,
prints warning and new image
        for (var i = 1; i < 4; i++) {
            hideElement("Value" + i);
        }
        usermessage = "Choose wisely for your last guess!";
        setImageURL("MountainImage",
"https://cdn.mos.cms.futurecdn.net/cGHv7pVD3LNE7vCybraka-1200-80.jpg"
);
        setProperty("CluesWarning", "text", "Last try! No more clues.
:");
    } else if ((score == 0)) {
        // calls EndGame() function
        EndGame();
    }
    return usermessage;
}

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}

// function changes screen to end game, displays score and correct
answer
function EndGame() {
    // changes screen, displays score and correct answer
    setScreen("EndScreen");
    setProperty("FinalScoreValue", "text", score);
    setProperty("CorrectAnswerValue", "text", currentMountain);
}

// Image Citations
// Welcome Screen -
https://images.unsplash.com/photo-1585409677983-0f6c41ca9c3b?ixlib=rb
-1.2.1&q=80&fm=jpg&crop=entropy&cs=tinysrgb&w=1080&fit=max
    // Image credits to Unsplash
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https://www.creativefrabrica.com/wp-content/uploads/2020/04/16/Purple-
Rectangle-Polygon-Background-Graphics-3882300-1.jpg
    // Image credits to Creative Frabrica
// Game Screen Win -
https://zhivagopartners.com/wp-content/uploads/2021/02/dreamstime_m_1
13581355-1024x683.jpg
    // Image credits to Zhiva Go Partners
// Game Screen Wrong -
http://1.bp.blogspot.com/-kZX_E05C82M/T7PssN0u6FI/AAAAAAAAARE/-0kv_6B
bhck/s1600/mountain-climbing-1280x800.jpg
    // Image credits to Blogspot
// Game Screen Last Try -
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    // Image credits to Future CDN
// End Screen -
https://www.travelmanagers.com.au/wp-content/uploads/2012/08/AdobeSto
ck_254529936_Railroad-to-Denali-National-Park-Alaska_750x500.jpg
    // Image credits to Travel Managers
// Note: copy and paste URLs in search engine bar to access images

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