Step 10

Declare two more variables named `monsterHealth` and `inventory`.

For your `inventory` variable, assign it the value of an array containing the string `"stick"`.

Remember that you worked with arrays in the previous project like this:

```
let exampleArray = ["first", "second", "third"];
```

```
let xp = 0;
let health = 100;
let gold = 50;
let currentWeapon = 0;
let fighting;
let monsterHealth;
let inventory = ["stick"];
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 20

Give your `#text` element the following text:

```
Welcome to Dragon Repeller. You must defeat the
dragon that is preventing people from leaving the
town. You are in the town square. Where do you want
to go? Use the buttons above.
```

```
24      <div id="text">
25 Welcome to Dragon Repeller. You must defeat the dragon
   do you want to go? Use the buttons above.
26      </div>
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 30

Finally, use `querySelector()` to get the `#monsterHealth` element. Because you have already declared a `monsterHealth` variable earlier, you need to use a different variable name for this element.

Declare a new variable with the `const` keyword and name it `monsterHealthText`.

```
const button1 = document.querySelector('#button1');
const button2 = document.querySelector("#button2");
const button3 = document.querySelector("#button3");
const text = document.querySelector("#text");
const xpText = document.querySelector("#xpText");
const healthText = document.querySelector("#healthText");
const goldText = document.querySelector("#goldText");
const monsterStats = document.querySelector("#monsterStats");
const monsterName = document.querySelector("#monsterName");
const monsterHealthText = document.querySelector("#monsterHealth");
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 40

You will also need to update the functions that run when the buttons are clicked again.

In your `goStore()` function, update the `onclick` property for each button to run `buyHealth`, `buyWeapon`, and `goTown`, respectively.

```
25 function goStore() {
26   button1.innerText = "Buy 10 health (10 gold)";
27   button2.innerText = "Buy weapon (30 gold)";
28   button3.innerText = "Go to town square";
29   button1.onclick = buyHealth;
30   button2.onclick = buyWeapon;
31   button3.onclick = goTown;
32 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 50

If the property name (key) of an object has a space in it, you will need to use single or double quotes around the name.

Here is an example of an object with a property name that has a space:

```
const spaceObj = {
  "Space Name": "Kirk",
};
```

If you tried to write a key without the quotes, it would throw an error:

```
const spaceObj = {
  // Throws an error
  Space Name: "Kirk",
};
```

Add a new property with a key of `"Number of legs"` and value of `4` to the `cat` object.

Open up the console to see the output.

```
20 const cat = {
21   name: "Whiskers",
22   "Number of legs": 4
23 };
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 60

Now you can consolidate some of your code. Start by copying the code from inside the `goTown` function and paste it into your `update` function. Then, remove all the code from inside the `goTown` and `goStore` functions.

```
39 function update(location) {
40  button1.innerText = "Go to store";
41   button2.innerText = "Go to cave";
42   button3.innerText = "Fight dragon";
43   button1.onclick = goStore;
44   button2.onclick = goCave;
45   button3.onclick = fightDragon;
46   text.innerText = "You are in the town square. You see
47 }
48
49 function goTown() {
50
51 }
52
53 function goStore() {
54
55 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 70

Create two more empty functions named `fightSlime` and `fightBeast`. These functions will be used in your upcoming `cave` object.

```
73 function fightSlime() {
74
75 }
76
77 function fightBeast() {
78
79 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 80

Use `const` to create a `weapons` variable above your `locations` array. Assign it an empty array.

```
19 const weapons = [];
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 90

In the previous project, you learned how to work with the concatenation operator to insert variables into a string like this:

```
const organization = "freeCodeCamp";

// "Hello, our name is freeCodeCamp."
"Hello, our name is " + organization + ".";
```

Update the string `"You now have a new weapon."` to `"You now have a "` followed by the name of the new weapon, and remember to end the sentence with a period.

```
88 function buyWeapon() {
89   if (gold >= 30) {
90     gold -= 30;
91     currentWeapon++;
92     goldText.innerText = gold;
93     let newWeapon = weapons[currentWeapon].name;
94     text.innerText = "You now have a " + newWeapon + "."
95
96   }
97 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 100

Create an empty `sellWeapon` function.

```
108 function sellWeapon() {
109
110 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 110

In your `fightSlime` function, set `fighting` equal to `0` - the index of `slime` in the `monsters` array. Remember that you already declared `fighting` earlier in your code, so you do not need `let` or `const` here.

On the next line, call the `goFight` function.

```
133 function fightSlime() {
134   fighting = 0;
135   goFight();
136 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 120

Next, set `health` to equal `health` minus the monster's level. Remember you can get this from the `monsters[fighting].level` property.

```
162 function attack() {
163   text.innerText = "The " + monsters[fighting].name + "
164   text.innerText += " You attack it with your " + weapo
165   health -= monsters[fighting].level;
166 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 130

Now update `goldText` and `xpText` to display the updated values.

```
180 function defeatMonster() {
181   gold += Math.floor(monsters[fighting].level * 6.7);
182   xp += monsters[fighting].level;
183   goldText.innerText = gold;
184   xpText.innerText = xp;
185 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 140

After the `lose` function, create a function called `winGame`. Inside the `winGame` function, call the `update` function and pass in `locations[6]`.

```
209 function winGame() {
210   update(locations[6]);
211 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 150

Add an `else` statement to the first `if` statement inside your `attack()` function. In the `else` statement, use the `+=` operator to add the text `" You miss."` to the end of `text.innerText`.

```
function attack() {
  text.innerText = "The " + monsters[fighting].name + "
  text.innerText += " You attack it with your " + weapon
  health -= getMonsterAttackValue(monsters[fighting].lev
  if (isMonsterHit()) {
    monsterHealth -= weapons[currentWeapon].power + Math
  } else {
    text.innerText += " You miss.";
  }
  healthText.innerText = health;
  monsterHealthText.innerText = monsterHealth;
  if (health <= 0) {
    lose();
  } else if (monsterHealth <= 0) {
    if (fighting === 2) {
      winGame();
    } else {
      defeatMonster();
    }
  }
}
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 160

Add another object to your `locations` array. Set `name` to `"easter egg"`, set `"button text"` to an array with the strings `"2"`, `"8"`, and `"Go to town square?"`, set `"button functions"` to an array with the variables `pickTwo`, `pickEight`, and `goTown`, and `text` to `"You find a secret game. Pick a number above. Ten numbers will be randomly chosen between 0 and 10. If the number you choose matches one of the random numbers, you win!"`.

```
85 {
86     name: "easter egg",
87     "button text": ["2", "8", "Go to town square?"],
88     "button functions": [pickTwo, pickEight, goTown],
89     text: "You find a secret game. Pick a number above.
between 0 and 10. If the number you choose matches one
90 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Step 170

Now add an `else` statement. Inside, add `"Wrong! You lose 10 health!"` to the end of `text.innerText`. Subtract `10` from `health` and update `healthText.innerText`.

```
267 function pick(guess) {
268   const numbers = [];
269   while (numbers.length < 10) {
270     numbers.push(Math.floor(Math.random() * 11));
271   }
272   text.innerText = "You picked " + guess + ". Here are t
273   for (let i = 0; i < 10; i++) {
274     text.innerText += numbers[i] + "\n";
275   }
276   if (numbers.includes(guess)) {
277     text.innerText += "Right! You win 20 gold!";
278     gold += 20;
279     goldText.innerText = gold;
280   } else {
281     text.innerText += "Wrong! You lose 10 health!";
282     health -= 10;
283     healthText.innerText = health;
284   }
285 }
```

Submit and go to next challenge

Congratulations, your code passes. Submit your code to continue.

Learn Basic JavaScript by Building a Role Playing Game

JavaScript is a powerful scripting language that you can use to make web pages interactive. It's one of the core technologies of the web, along with HTML and CSS. All modern browsers support JavaScript.

In this practice project, you'll learn fundamental programming concepts in JavaScript by coding your own Role Playing Game. You'll learn how to work with arrays, strings, objects, functions, loops, `if/else` statements, and more.

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