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"]; 1 let xp = 0; 2 let health = 100; 3 let gold = 50; 4 let currentWeapon = 0; 5 let fighting; 6 let monsterHealth; 7 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

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. 9 const button1 = document.querySelector('#button1'); 10 const button2 = document.querySelector("#button2"); 11 const button3 = document.querySelector("#button3"); 12 const text = document.querySelector("#text"); 13 const xpText = document.querySelector("#xpText"); 14 const healthText = document.guerySelector("#healthText"); 15 const goldText = document.guerySelector("#goldText"); 16 const monsterStats = document.querySelector("#monsterStats"); 17 const monsterName = document.querySelector("#monsterName"); 18 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() {
     button1.innerText = "Buy 10 health (10 gold)";
26
    button2.innerText = "Buy weapon (30 gold)";
27
     button3.innerText = "Go to town square";
28
29
     button1.onclick = buyHealth;
30
     button2.onclick = buyWeapon;
31
     button3.onclick = goTown;
32 }
```

Submit and go to next challenge



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 = { 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

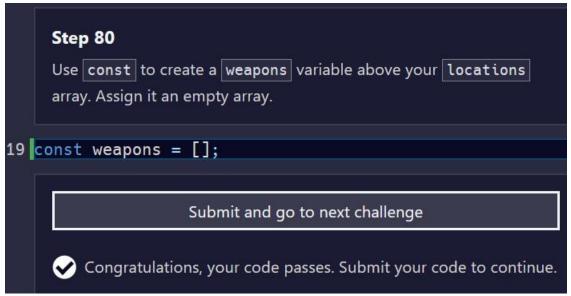
Now you can consolidate some of your code. Start by copying the code from inside the goTown function and paste it into your update function. Then, remove all the code from inside the goTown and goStore functions.

```
39 function update(location) {
   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 }
```

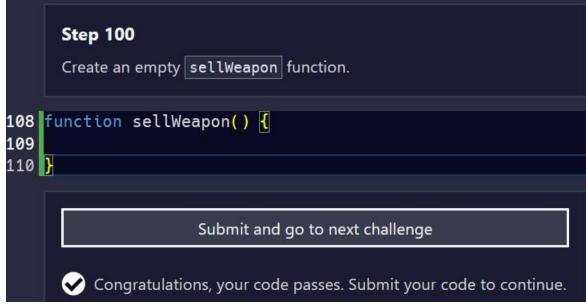
Submit and go to next challenge



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



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

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() { text.innerText = "The " + monsters[fighting].name + " text.innerText += " You attack it with your " + weapon health -= monsters[fighting].level; 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() { gold += Math.floor(monsters[fighting].level * 6.7); 181 xp += monsters[fighting].level; 182 goldText.innerText = gold; 183 184 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() { update(locations[6]); 210 211 }

Submit and go to next challenge

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. 181 function attack() { 182 text.innerText = "The " + monsters[fighting].name + " 183 text.innerText += " You attack it with your " + weapon 184 health -= getMonsterAttackValue(monsters[fighting].lev 185 if (isMonsterHit()) { 186 monsterHealth -= weapons[currentWeapon].power + Math 187 } else { 188 text.innerText += " You miss."; 189 190 healthText.innerText = health; 191 monsterHealthText.innerText = monsterHealth; 192 if (health <= 0) { 193 lose(); 194 } else if (monsterHealth <= 0) {</pre> 195 if (fighting === 2) { 196 winGame(); 197 } else { 198 defeatMonster(); 199 200 201 } 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", "button text": ["2", "8", "Go to town square?"], 87 "button functions": [pickTwo, pickEight, goTown], 88 text: "You find a secret game. Pick a number above. 89 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)) { text.innerText += "Right! You win 20 gold!"; 277 278 gold += 20; goldText.innerText = gold; 279 280 } else { text.innerText += "Wrong! You lose 10 health!"; 281 282 health -= 10; 283 healthText.innerText = health; 284 285 } Submit and go to next challenge Congratulations, your code passes. Submit your code to continue.

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