

ALL HTML FILES

index.html

```
<!DOCTYPE html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>Gravedad</title>
  <link href="style.css" rel="stylesheet" type="text/css" />
  <style>
    body {
      background-image: url("background.jpeg");
      background-size: cover;
    }
  </style>
</head>

<body>
  <h1>Welcome to Gravedad!<br><br></h1>
  <button id = "home" onclick="nextPage('Begin.html')">Begin</button><br><br>
  <button id = "instructions" onclick="nextPage('Instructions.html')">How to
Play</button><br><br>
  <button id = "words" onclick="nextPage('Words.html')">Possible Words</button><br><br>
  <script src="script.js"></script>
</body>
</html>
```

Instructions.html

```
<!DOCTYPE html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>Gravedad</title>
  <link href="style.css" rel="stylesheet" type="text/css" />
  <!--Background image is from this website:

https://wallpapers.com/wallpapers/meteors-asteroids-and-a-planet-in-colorful-galaxy-3zywxloudi
nzkepp.html -->
```

```

<style>
  body {
    background-image: url('background.jpeg');
    background-size: cover;
  }
</style>
</head>

<body>
  <h1>How To Play</h1>
  <p>
    In this game, there are 2 gamemodes that you can choose to play. The first gamemode is
    called "Translate" and the second gamemode is called "Conjugate". In the "Translate"
    gamemode, you will be given a word in Spanish and you will have to translate it into English
    within the given time limit. In the "Conjugate" gamemode, you will be given a Spanish verb and
    you will have to conjugate it into the correct form within the given time limit. In both modes, you
    will have 3 lives and you will lose a life if you answer incorrectly. If you answer correctly, you will
    gain a point. After you answer correctly, you will be given a new word and the game will end
    when you run out of lives. The total amount of points that you got will be displayed at the end of
    the game.
  </p>
  <button id = "home" onclick = "nextPage('index.html')">Back Home</button>
  <script src="script.js"></script>
</body>

</html>

```

Begin.html

```

<!DOCTYPE html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>Gravedad</title>
  <link href="style.css" rel="stylesheet" type="text/css" />
  <!--Background image is from this website:

https://wallpapers.com/wallpapers/meteors-asteroids-and-a-planet-in-colorful-galaxy-3zywxloudi
nzkepp.html -->
  <style>
    body {
      background-image: url('background.jpeg');

```

```

        background-size: cover;
    }
</style>
</head>

<body>
    <h1>Select The Gamemode!</h1>
    <button id = "translate" onclick="nextPage('Translate.html')">Translate</button><br><br>
    <button id = "conjugate" onclick="nextPage('Conjugate.html')">Conjugate</button><br><br>
    <button id = "home" onclick = "nextPage('index.html')">Back to Home</button><br><br>
    <script src="script.js"></script>
</body>

</html>

```

Words.html

```

<!DOCTYPE html>
<head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width">
    <title>Gravedad</title>
    <link href="style.css" rel="stylesheet" type="text/css" />
    <!--Background image is from this website:

https://wallpapers.com/wallpapers/meteors-asteroids-and-a-planet-in-colorful-galaxy-3zywxloudi
nzkepp.html -->
    <style>
        body {
            background-image: url('background.jpeg');
            background-size: cover;
        }
    </style>
</head>

<body>
    <h1>Possible Spanish Verbs</h1>
    <h2>These are the possible verbs that will be used in the game for randomness.<br><br>
</h2>
    <!--

https://www.windsor-csd.org/Downloads/Spanish%20II%20Essential%20Verbs%20entire%20list
.pdf

```

-->

<p>

1. abrir -to open

2. acampar-to camp

3. poder - to be able to

4. preguntar - to ask

5. poner - to put

6. andar-to walk

7. apagar-to turn off

8. asistir-to attend

9. ayudar-to help

10. bailar-to dance

11. bajar-to go down

12. practicar - to practice

13. barrer-to sweep

14. beber-to drink

15. bucear-to scuba dive

16. buscar-to look for

17. caer-to fall

18. cambiar-to change

19. caminar-to walk

- 20.cantar-to sing

- 21.cenar-to eat dinner

- 22.tener - to have

- 23.cerrar-to close

- 24.charlar-to chat

- 25.chocar-to crash

- 26.cocinar-to cook

- 27.comenzar-to begin

- 28.comer-to eat

- 29.comprar-to buy

- 30.comprender-to understand

- 31.construir-to build

- 32.correr-to run

- 33.cortar-to cut

- 34.costar-to cost

- 35.creer-to believe

- 36.cruzar-to cross

- 37.cuidar-to take care of

- 38.dar-to give

- 39.deber-should/ought to/to owe

- 40.decir-to say

41. dejar-to let

42.desayunar-to eat breakfast

43.descansar-to rest

44.desear-to desire/want

45. preferir-to prefer

46.dibujar-to draw

47. preperar - to prepare

48.doblar-to turn

49.doler-to hurt

50.dormir-to sleep

51. querer - to want

52.empezar-to begin

53.encantar-to enchant

54.encender-to turn on

55.entender-to understand

56.entregar-to turn in

57.escalar-to climb

58.escribir-to write

59.escuchar-to listen

60.esquiar-to ski

61. estar-to be

62.estudiar-to study

63.explicar-to explain

64.explorar-to explore

65.fascinar-to fascinate

66.gastar-to spend

67. quitar - to remove

68.hablar-to talk

69.hacer-to do

70. recibir - to recieve

71. invitar-to invite

72.ir-to go

73.ir de compras-to go shopping

74.jugar-to play games

75.lavar-to wash

76. repetir - to repeat

77.leer-to read

78. saber - to know

79.limpiar-to clean

80.llamar-to call

81.llegar-to arrive

82.llevar-to carry

83.llover-to rain

84. sacar - to take out

85.mirar-to watch


```

86.montar-to ride<br>
87.nadar-to swim<br>
88.necesitar-to need<br>
89.nevar-to snow<br>
90.ordenar-to tidy<br>
91.organizar-to organize<br>
92.pagar-to pay<br>
93.parar-to stop<br>
94.pasar-to pass by<br>
95.patinar-to skate<br>
96.pedir-to ask for<br>
97. ser - to be<br>
98.pensar-to think<br>
99.pescar-to fish<br>
100. pintar-to paint<br>
</p>
<button id = "home" onclick = "nextPage('index.html')">Back Home</button>
<script src="script.js"></script>
</body>

</html>

```

Translate.html

```

<!DOCTYPE html>
<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Gravedad</title>
  <link href="translate.css" rel="stylesheet" type="text/css"/>
  <!-- Image was taken from:
https://4kwallpapers.com/cool-space-wallpapers/#google_vignette-->
  <style>
    body {
      background-image: url('calm-background.jpg');
      background-size: cover;
    }
  </style>
</head>
<body>
  <button id="home" onclick="home('index.html')" style="background-color: #007bff; color: #fff;
font-size:20px">Exit</button>
  <h1 style="text-align: center; color: white">Translate!</h1>
  <div id="time"></div>

```

```

<div id="points" class="points"></div>
<div id="lives" style="font-size:30px; color: white"></div>
<hr style="top:100px"><br><br>
<div id="word"></div>

<div id="bottom-line">
  <hr class="bottom-line">
</div>

<div id="bottom">
  <label for="answer">Answer:</label>
  <input type="text" id="answer" name="answer">
  <button id="submit" onclick="fromClass()" style="font-size:30px; background-color: #007bff; color: #fff">Submit</button>

</div>
<div id="output1"> </div>

<script src="translate.js"></script> <!-- Load the script file here -->
  <!-- This was created with the help of generative AI -->
</body>
</html>

```

Conjugate.html

```

<!DOCTYPE html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>Gravedad</title>
  <link href="translate.css" rel="stylesheet" type="text/css" />
  <!-- Image was taken from:
https://4kwallpapers.com/cool-space-wallpapers/#google_vignette-->
  <style>
    body {
      background-image: url('calm-background.jpg');
      background-size: cover;
    }
  </style>
</head>

<body>
  <button id="home" onclick="home('index.html')">Exit</button>

```

```

<h1 style="text-align: center;color: white">Conjugate!</h1>
<div id="points"></div>
<div id="time"></div>
<div id="lives" style="font-size:30px; color: white"></div>
<hr style="top:100px"><br><br>
<div id = "word">
</div>

<div id = "bottom-line">
  <hr class="bottom-line">
</div>

<div id = "bottom">
  <label for="answer">Answer:</label>
  <input type="text" id="answer" name="answer">
  <button id="submit" onclick="chAn()" style="font-size: 30px">Submit</button>
</div>
<div id="output2"> </div>

<script src="conjugate.js"></script>
<script>
  //We got this code from Stack Overflow:
https://stackoverflow.com/questions/51318357/triggering-submit-button-with-enter-keypress-event-and-mouse-click
  document.addEventListener('keydown', function(event) {
    if (event.key === "Enter") {
      event.preventDefault();
      document.getElementById("submit").click();
    }
  });
</script>
</body>

</html>

```

EndPage.html

```

<!DOCTYPE html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>Gravedad</title>
  <link href="style.css" rel="stylesheet" type="text/css" />

```


<!--Background image is from this website:

<https://wallpapers.com/wallpapers/meteors-asteroids-and-a-planet-in-colorful-galaxy-3zywxloudi-nzkepp.html> -->

```
<style>
  body {
    background-image: url("background.jpeg");
    background-size: cover;
  }
</style>
</head>

<body>

  <button id="home" onclick="home('index.html')">Exit</button>
  <h1>Game Stats!</h1>
  <div id="ques" style="font-size: 40px; text-align: center; color: white">
</div>

  <div id="correct" style="font-size: 40px; text-align: center; color: white">
</div>

  <div id="wrong" style="font-size: 40px; text-align: center; color: white">
</div>

  <div id="percent" style="font-size: 40px; text-align: center; color: white">
</div>

  <div id="score" style="font-size: 40px; text-align: center; color: white">
</div>

  <button id="showStats" onclick="showValues()">Show Stats</button>

  <script src = "endPage.js"></script>

</body>

</html>
```

ALL CSS FILES

style.css

```
html {
  height: 100%;
  width: 100%;
}

h1 {
  font-size: 100px;
  text-align: center;
  color: #f4f1f1;
}

h2 {
  text-align: center;
  font-size: 30px;
  color: #f6f4f4;
}

/*
We used generative AI to get this code for style
*/
button {
  font-size: 40px;
  text-align: center;
  margin: 30px auto;
  display: block;
  background-color: #007bff;
  color: #fff;
  padding: 10px 20px;
  border: none;
  border-radius: 5px;
}

p {
  font-size: 30px;
  margin: 200px;
  color: #f5f4f4;
}

#home {
  top: 20px;
}
```

```
#instructions {  
  top: 50px;  
}
```

```
#words {  
  top: 80px;  
}
```

translate.css

```
#word  
{  
  font-size: 50px;  
  text-align: center;  
  top: 125px;  
  z-index: 2;  
  color: white;  
}
```

```
hr.bottom-line {  
  position: fixed;  
  bottom: 100px;  
  left: 0;  
  width: 100%;  
  height: 1px;  
  color: white;  
}
```

```
#bottom {  
  position: absolute;  
  bottom: 40px;  
  font-size: 50px;  
  margin: auto;  
  color: white;  
}
```

```
#points {  
  position: absolute;  
  text-align: center;  
  top: 12%;  
  left: 85%;  
  font-size: 30px;  
  color: white;  
}
```

```
#output1 {  
  position: absolute;  
  bottom: 60px;  
  right: 150px;  
  margin: auto;  
  font-size: 50px;  
  text-align: center;  
  color: white;  
}
```

```
#output2 {  
  position: absolute;  
  bottom: 60px;  
  right: 150px;  
  margin: auto;  
  font-size: 50px;  
  text-align: center;  
  color: white;  
}
```

```
#time {  
  position: absolute;  
  text-align: center;  
  top: 6%;  
  font-size: 50px;  
  color: white;  
}
```

ALL JAVASCRIPT FILES

conjugate.js

```
var words = [  
  "abrir", "acampar", "poder", "preguntar", "poner", "andar", "apagar", "asistir", "ayudar", "bailar",  
  "bajar", "practicar", "barrer", "beber", "bucear", "buscar", "caer", "cambiar", "caminar", "cantar",  
  "cenar", "tener", "cerrar", "charlar", "chocar", "cocinar", "comenzar", "comer", "comprar",  
  "comprender", "construir", "correr", "cortar", "costar", "creer", "cruzar", "cuidar", "dar", "deber",  
  "decir", "dejar", "desayunar", "descansar", "desear", "preferir", "dibujar", "preparar", "doblar",  
  "doler", "dormir", "querer", "empezar", "encantar", "encender", "entender", "entregar", "escalar",  
  "escribir", "esquiar", "estar", "estudiar", "explicar", "explorar", "fascinar", "gastar", "lavar",  
  "repetir", "leer", "saber", "limpiar", "llamar", "llegar", "llevar", "llover", "sacar", "mirar", "montar",
```

"nadar", "necesitar", "nevar", "ordenar", "organizar", "pagar", "parar", "pasar", "patinar", "pedir",
"ser", "pensar", "pescar", "pintar"

];

var yoConj = [

"abro", "acampo", "puedo", "pregunto", "pongo", "anduvo", "apago", "asisto", "ayudo", "bailo",
"bajo", "practico", "barro", "bebo", "buceo", "busco", "caigo", "cambio", "camino", "canta", "ceno",
"tengo", "cierro", "charlo", "choco", "cocino", "comienzo", "como", "compro", "comprendo",
"construyo", "corro", "corto", "costo", "creo", "cruzo", "cuido", "doy", "debo", "digo", "dejo",
"desayuno", "descanso", "deseo", "prefiero", "dibujo", "preparo", "doblo", "duelo", "duermo",
"quiero", "empiezo", "encanto", "enciendo", "entiendo", "entrego", "escalo", "escribo", "esquío",
"estoy", "estudio", "explico", "exploro", "fascino", "gasto", "lavo", "repito", "leo", "se", "limpio",
"llamo", "llego", "llevo", "llovo", "saco", "miro", "monto", "nado", "necesito", "nevo", "ordeno",
"organizo", "pago", "paro", "paso", "patino", "pido", "soy", "piensa", "pesco", "pinto"

];

var tuConj = [

"abres", "acampas", "puedes", "preguntas", "pones", "andas", "apagas", "asistes", "ayudas",
"bailas", "bajas", "practicas", "barres", "bebes", "buceas", "buscas", "caes", "cambias",
"caminas", "cantas", "cenas", "tienes", "cierras", "charlas", "chocas", "cocinas", "comienzas",
"comes", "compras", "comprendes", "construyes", "corres", "cortas", "cuestas", "crees", "cruzas",
"cuidas", "das", "debes", "dices", "dejas", "desayunas", "descansas", "deseas", "prefieres",
"dibujas", "preparas", "doblas", "doles", "duermes", "quieres", "empiezas", "encantas",
"encendes", "entiendes", "entregas", "escalas", "escribes", "esquias", "estás", "estudias",
"explicas", "exploras", "fascinas", "gastas", "lavas", "repites", "lees", "sabes", "limpias", "llamas",
"llegas", "llevas", "llueves", "sacas", "miras", "montas", "nadas", "necesitas", "nievas", "ordenas",
"organizas", "pagas", "paras", "pasas", "patinas", "pides", "eres", "piensas", "pescas", "pintas"

];

var elConj = [

"abre", "acampa", "puede", "pregunta", "pone", "anda", "apaga", "asiste", "ayuda", "baila",
"baja", "practica", "barre", "bebe", "bucea", "busca", "cae", "cambia", "camina", "canta", "cena",
"tiene", "cierra", "charla", "choca", "cocina", "comienza", "come", "compra", "comprende",
"construye", "corre", "corta", "cuesta", "cree", "cruza", "cuida", "da", "debe", "dice", "deja",
"desayuna", "descansa", "desea", "prefiere", "dibuja", "prepara", "dobla", "duele", "duerme",
"quiere", "empieza", "encanta", "enciende", "entiende", "entrega", "escala", "escribe", "esquía",
"está", "estudia", "explica", "explora", "fascina", "gasta", "lava", "repite", "lee", "sabe", "limpia",
"llama", "llega", "lleva", "llueve", "saca", "mira", "monta", "nada", "necesita", "nieva", "ordena",
"organiza", "paga", "para", "pasa", "patina", "pide", "es", "piensa", "pesca", "pinta"

];

var nosConj = [

"abrimos", "acampamos", "podemos", "preguntamos", "ponemos", "andamos", "apagamos",
"asistimos", "ayudamos", "bailamos", "bajamos", "practicamos", "barremos", "bebemos",
"buceamos", "buscamos", "caemos", "cambiamos", "caminamos", "cantamos", "cenamos",

```
"tenemos", "cerramos", "charlamos", "chocamos", "cocinamos", "comenzamos", "comemos",  
"compramos", "comprendemos", "construimos", "corremos", "cortamos", "costamos", "creemos",  
"cruzamos", "cuidamos", "damos", "debemos", "decimos", "dejamos", "desayunamos",  
"descansamos", "deseamos", "preferimos", "dibujamos", "preparamos", "doblamos", "dolemos",  
"dormimos", "queremos", "empezamos", "encantamos", "encendemos", "entendemos",  
"entregamos", "escalamos", "escribimos", "esquiamos", "estamos", "estudiamos", "explicamos",  
"exploramos", "fascinamos", "gastamos", "lavamos", "repetimos", "leemos", "sabemos",  
"limpiamos", "llamamos", "llegamos", "llevamos", "llovemos", "sacamos", "miramos",  
"montamos", "nadamos", "necesitamos", "neVamos", "ordenamos", "organizamos", "pagamos",  
"paramos", "pasamos", "patinamos", "pedimos", "somos", "pensamos", "pescamos", "pintamos"  
];
```

```
var udsConj = [  
    "abren", "acampan", "pueden", "preguntan", "ponen", "andan", "apagan", "asisten", "ayudan",  
    "bailan", "bajan", "practican", "barren", "beben", "bucean", "buscan", "caen", "cambian",  
    "caminan", "cantan", "cenan", "tienen", "cierran", "charlan", "chocan", "cocinan", "comienzan",  
    "comen", "compran", "comprenden", "construyen", "corren", "cortan", "cuestan", "creen",  
    "cruzan", "cuidan", "dan", "deben", "dicen", "dejan", "desayunan", "descansan", "desean",  
    "prefieren", "dibujan", "preparan", "doblan", "duelen", "duermen", "quieren", "empiezan",  
    "encantan", "encienden", "entienden", "entregan", "escalan", "escriben", "esquian", "están",  
    "estudian", "explican", "exploran", "fascinan", "gastan", "lavan", "repiten", "leen", "saben",  
    "limpian", "llaman", "llegan", "llevan", "llueven", "sacan", "miran", "montan", "nadan", "necesitan",  
    "nievan", "ordenan", "organizan", "pagan", "paran", "pasan", "patinan", "piden", "son", "piensan",  
    "pescan", "pintan"  
];
```

```
/*when called, this function will replace the current screen with index.html*/
```

```
function home(replaceVar) {  
    location.replace(replaceVar);  
}
```

```
var random = randNum();  
var form1 = [];  
var form2 = [];  
var form3 = [];  
var corrCount = 0;  
var wrongCount = 0;  
var lives = 3;  
document.getElementById('points').innerHTML = "Points: " + corrCount * 10;  
document.getElementById('lives').innerHTML = "Lives: " + lives;  
document.getElementById("output2").innerHTML = " ";  
randConj();
```

```
/*this function sets the localStorage of the total correct and wrong answers*/
```

```

function nextPage(replaceVar) {
  localStorage.setItem("correct", corrCount);//teacher code
  localStorage.setItem("wrong", wrongCount);//teacher code
  window.location.href = replaceVar;//teacher code
  location.replace(replaceVar);
}

```

/*this function will generate a random number between 0 and the length of the array*/

```

function randNum() {
  return Math.floor(Math.random() * words.length);
}

```

/*this function will generate a random conjugation for the word in the array. It does this by generating a random number between 0 and 5, and then using that number to generate a random conjugation for the word through a series of if statements.*/

```

function randConj() {
  random = randNum();
  var randomIndex = Math.floor(Math.random() * 5);
  form1 = [yoConj, tuConj, elConj, nosConj, udsConj][randomIndex];
  if (randomIndex == 0) {
    document.getElementById("word").innerHTML = words[random] + " (yo)";
  }
  else if (randomIndex == 1) {
    document.getElementById("word").innerHTML = words[random] + " (tu)";
  }
  else if (randomIndex == 2) {
    document.getElementById("word").innerHTML = words[random] + " (el/ella/usted)";
  }
  else if (randomIndex == 3) {
    document.getElementById("word").innerHTML = words[random] + " (nosotros)";
  }
  else {
    document.getElementById("word").innerHTML = words[random] + " (Ustedes)";
  }
  animateWords();
}

```

/*This function gets the answer from the user and checks if it is correct. If it is correct, it will add 1 to the correct counter and call another the change the word.*/

```

function chAn() {
  let check = form1[random];
  let answer = document.getElementById("answer").value.trim().toLowerCase();
  let correct = false;

```

```

for (let i = 0; i < form1.length; i++) {
  if (answer == form1[i]) {
    if (answer == check) {
      correct = true;
      index = i;
    }
  }
}
if (correct) {
  corrCount++;
  document.getElementById("output2").innerHTML = "Correct! The answer was " + check + "!";
  document.getElementById('points').innerHTML = "Points: " + (corrCount * 10);
}
else {
  wrongCount++;
  loseLife();
  document.getElementById("output2").innerHTML = "Incorrect! The answer was " + check +
"!";

}
document.getElementById("answer").value = "";
randConj();
}

```

/*This function will check if the user has lost all of their lives. If they have, it will call the nextPage*/

```

function loseLife() {
  lives--;
  if (lives === 0) {
    alert("Game over! You ran out of lives.");
    nextPage("EndPage.html");
  }
  document.getElementById('lives').innerHTML = "Lives: " + lives;
}

```

```

function animateWords() {
  seconds = 10;
  //document.getElementById("time").innerHTML = "Time: " + seconds;
  let increment = 125;
  timer = setInterval(function() {
    seconds--;
    document.getElementById("word").style.top = increment + "px";
    increment += 10;
    document.getElementById("time").innerHTML = "Time: " + seconds;
  }, 1000);
}

```



```

//alert(document.getElementById("word").style.top);
if (seconds == 0) {
    loseLife();
    alert("Time is up!");
    clearInterval(timer);
    randConj();
}
}, 1000);
}

```

endPage.js

```

var correctQues = 0;
var wrongQues = 0;

correctQues = parseInt(localStorage.getItem("correct"));
wrongQues = parseInt(localStorage.getItem("wrong"));

/*when called, this function will replace the current screen with index.html*/
function home(replaceVar)
{
    location.replace(replaceVar);
}

/*when called, this function will display the stats of the game*/
function showValues()
{
    let percentCorrect = (correctQues / (correctQues + wrongQues)) * 100;
    let totalQues = correctQues + wrongQues;
    let finalScore = correctQues * 10;

    document.getElementById('ques').innerHTML = "Questions Answered: " + totalQues;
    document.getElementById('correct').innerHTML = "Correct Answers: " + correctQues;
    document.getElementById('wrong').innerHTML = "Wrong Answers: " + wrongQues;
    document.getElementById('percent').innerHTML = "Percent Correct: " +
    percentCorrect.toFixed(2) + "%";
    document.getElementById('score').innerHTML = "Final Score: " + finalScore;
}

```

script.js

```

/*when called, this function will replace the current screen with the page that was passes in*/
function nextPage(replaceVar)
{
    location.replace(replaceVar);
}

```

translate.js

//We got this code from Stack Overflow:

<https://stackoverflow.com/questions/51318357/triggering-submit-button-with-enter-keypress-event-and-mouse-click>

```

document.addEventListener('keydown', function(event) {
    if (event.key === "Enter") {
        event.preventDefault();
        document.getElementById("submit").click();
    }
});

```

```

var words = [
    "abrir", "acampar", "poder", "preguntar", "poner", "andar", "apagar", "asistir", "ayudar", "bailar",
    "bajar", "practicar", "barrer", "beber", "bucear", "buscar", "caer", "cambiar", "caminar", "cantar",
    "cenar", "tener", "cerrar", "charlar", "chocar", "cocinar", "comenzar", "comer", "comprar",
    "comprender", "construir", "correr", "cortar", "costar", "creer", "cruzar", "cuidar", "dar", "deber",
    "decir", "dejar", "desayunar", "descansar", "desear", "preferir", "dibujar", "preparar", "doblar",
    "doler", "dormir", "querer", "empezar", "encantar", "encender", "entender", "entregar", "escalar",
    "escribir", "esquiar", "estar", "estudiar", "explicar", "explorar", "fascinar", "gastar", "lavar",
    "repetir", "leer", "saber", "limpiar", "llamar", "llegar", "llevar", "llover", "sacar", "mirar", "montar",
    "nadar", "necesitar", "nevar", "ordenar", "organizar", "pagar", "parar", "pasar", "patinar", "pedir",
    "ser", "pensar", "pescar", "pintar"
];

```

```

var english = [
    "to open", "to camp", "to be able to", "to ask", "to put", "to walk", "to turn off", "to attend", "to
    help", "to dance", "to go down", "to practice", "to sweep", "to drink", "to dive", "to look for", "to
    fall", "to change", "to walk", "to sing", "to eat dinner", "to have", "to close", "to chat", "to crash",
    "to cook", "to begin", "to eat", "to buy", "to understand", "to build", "to run", "to cut", "to cost", "to
    believe", "to cross", "to take care of", "to give", "should", "to say", "to leave", "to have breakfast",
    "to rest", "to desire", "to prefer", "to draw", "to prepare", "to turn", "to hurt", "to sleep", "to want",
    "to start", "to love", "to light", "to understand", "to turn in", "to climb", "to write", "to ski", "to be",
    "to study", "to explain", "to explore", "to fascinate", "to spend", "to wash", "to repeat", "to read",
    "to know", "to clean", "to call", "to arrive", "to carry", "to rain", "to take out", "to watch", "ride", "to
    swim", "to need", "to snow", "to order", "to organize", "to pay", "to stop", "to pass", "to skate", "to
    ask", "to be", "to think", "to fish", "to paint"];

```

```
var lives = 3;
var timer = 0;
var correctCount = 0;
var wrongCount = 0;
let seconds = 0;
var random = randNum();
randomVerb();
```

```
document.getElementById("word").innerHTML = words[random];
document.getElementById("points").innerHTML = "Points: " + correctCount * 10;
document.getElementById('lives').innerHTML = "Lives: " + lives;
document.getElementById("output1").innerHTML = "";
```

/*when called, this function will replace the current screen with the variable that is passed in*/

```
function home(replaceVar)
{
    location.replace(replaceVar);
}
```

/*this function sets the localStorage of the total correct and wrong answers*/

```
function nextPage(replaceVar)
{
    localStorage.setItem("correct", correctCount);//Teacher code
    localStorage.setItem("wrong", wrongCount);//Teacher code
    window.location.href=replaceVar;//Teacher code
    location.replace(replaceVar);
}
```

/*this function returns a random number between 0 and the length of the words array*/

```
function randNum()
{
    return Math.floor(Math.random() * words.length);
}
```

/*this function will generate a random number between 0 and the length of the array*/

```
function randomVerb()
{
    random = randNum();
    let randomWord = words[random];
    document.getElementById("word").innerHTML = randomWord;
    animateWords();
}
```

/*this function calls the checkAnswer method passing the random index*/

```

function fromClass()
{
    let rand = random;
    checkAnswer(rand);
}

```

/*This function gets the answer from the user and checks if it is correct. If it is correct, it will add 1 to the correct counter and call another the change the word.*/

//for loop to sort through both the spanish and english arrays to check if the user's answer is the correct answer

//calls a method that prints out a message saying that the answer was wrong using the random index

//calls a method that prints out a message saying that the answer was wrong using the random index

```

function checkAnswer(random2)
{
    let randomWordEng = english[random2];
    let answer = document.getElementById("answer").value.trim().toLowerCase();
    let correct = false;
    let index = random2;

    for (let i = 0; i < english.length; i++)
    {
        if (answer == english[i] && answer == randomWordEng)
        {
            correct = true;
            index = i;
        }
    }
    if (correct)
    {
        clearInterval(timer);
        printCorr(index);
    }
    else
    {
        printWrong(random);
        document.getElementById("answer").value = "";
        randomVerb();
    }
}

```

//When called, this function will print out a message saying that the answer was correct and will increment correctCount by 10

```

function printCorr(index1)
{

```

```

    correctCount++;
    document.getElementById("output1").innerHTML = "Correct! The answer was " +
english[index1] + "!";
    document.getElementById("points").innerHTML = "Points: " + correctCount * 10;
}

```

//When called, this function calls the loseLife() function and prints out a message saying that the answer was wrong

```

function printWrong(random3)
{
    wrongCount++;
    loseLife();
    document.getElementById("output1").innerHTML = "Incorrect! The answer was " +
english[random3] + "!";

}

```

/*This function will check if the user has lost all of their lives. If they have, it will call the nextPage*/

```

function loseLife()
{
    lives--;
    if (lives === 0)
    {
        alert("Game over! You ran out of lives.");
        nextPage("EndPage.html");
    }
    document.getElementById('lives').innerHTML = "Lives: " + lives;
}

```

/*
this fuction prints out the statistics of the game

```

*/
function getStats()
{
    let percentCorrect = (correctCount / (correctCount + wrongCount)) * 100;
    let totalQues = correctCount + wrongCount;
    let finalScore = correctCount * 10;

    document.getElementById("ques").innerHTML = "Questions Answered: " + totalQues;
    document.getElementById("correct").innerHTML = "Correct Answers: " + correctCount;
    document.getElementById("wrong").innerHTML = "Wrong Answers: " + wrongCount;
    document.getElementById("percent").innerHTML = "Percent Correct: " + percentCorrect +
"%";
}

```

```
document.getElementById("score").innerHTML = "Final Score: " + finalScore + " Points";  
}
```

```
function animateWords()  
{  
  seconds = 10;  
  //document.getElementById("time").innerHTML = "Time: " + seconds;  
  let increment = 125;  
  timer = setInterval(function () {  
    seconds--;  
    document.getElementById("word").style.top = increment + "px";  
    increment += 10;  
    document.getElementById("time").innerHTML = "Time: " + seconds;  
    //alert(document.getElementById("word").style.top);  
    if(seconds == 0)  
    {  
      loseLife();  
      alert("Time is up!");  
      clearInterval(timer);  
      randomVerb();  
    }  
  }, 1000);  
}
```

background.jpeg



calm-background.jpg

