Crystal Collector Game Homework Pseudocode

1. To start the game, clicks on a link to go to the URL for the game.
2. H1 “CrystalsCollector!”
3. Paragraph text “You will be given a random number at the start of the game.”
4. Paragraph text “There are four crystals below. By clicking on a crystal you will add a specific amount of points to your total score.”
5. Paragraph text “You win the game by matching your total score to random number, you lose the game if your total score goes above the random number.”
6. Paragraph text “The value of each crystal is hidden from you until you click on it.”
7. Paragraph text “Each time the game starts, the game will change the values of each crystal and the random number generated by the computer.”
8. The following text also displays for each counter:
   1. Wins
   2. Losses
   3. Your Total Score Is:
9. Also displayed:
   1. Random generated number
   2. An icon for each crystal
10. Create a counter and set the counter values:
    1. Wins (var wins=””)
    2. Losses (var losses=””)
    3. Your Total Score (var totalScore-“”)
11. The app then randomly generates a number that is between 18 and 120 that is displayed and stored so it can be compared to the total score.
12. A random number between 1 and 12 is generated for each of the 4 crystals but is not displayed.
13. The user clicks a crystal (user input) and the number that the app has assigned to the crystal is added to “Your total score is:”. This will happen for each crystal clicked.
14. Each time a crystal is clicked, the “Your total score is:” will increase the total score by the number assigned to the crystal clicked.
15. Determine if the user should keep clicking on the crystals to add to the number, or if the user wins or loses: - use a for-loop for this.
    1. Compare the “Your total score is” to the number that is random generated by the computer.
       1. If your total score is less than the random generated number, allow the user to keep clicking crystals – and with each crystal clicked, the “Your total score is:” will increase by the number associated with the crystal.
       2. If “Your total score is:” is equal to the random generated number:
          1. Increment “wins” by 1 (var wins++1)
          2. Reset “Your total score is:” to blank
          3. Generate a new random number to be displayed and used to compare the “Your total score is:” to
       3. If “Your total score is:” is greater than the random generated number:
          1. Increment “losses” by 1 (var wins++1)
          2. Reset “Your total score is:” to blank
          3. Generate a new random number to be displayed and used to compare the “Your total score is:” to