Technical description

10-2024

Project 1: JavaScript Fundamentals

# “clint\_eastwood\_showdown\_do\_you\_feel\_lucky.js

## Gives a nod to the legend himself. Feeling lucky yet? 😉

Draft

1. Start program

2. Display "Howdy, partner! It's high noon and time for a rock-paper-scissors showdown! What's your choice, young gunslinger? (Enter 'rock', 'paper', or 'scissors')"

3. Generate a random number between 0 and 2 (0: rock, 1: paper, 2: scissors)

4. Get user's input for 'rock', 'paper', or 'scissors'

5. Handle invalid input (if user enters anything other than 'rock', 'paper', or 'scissors')

6. Translate random number to 'rock', 'paper', or 'scissors'

7. Display "Cowboy draws [cowboy's choice]!"

8. Compare user choice with cowboy's choice:

a. If user choice is rock and cowboy's choice is scissors: Display "Rock crushes scissors! You win this round, partner!"

b. If user choice is paper and cowboy's choice is rock: Display "Paper covers rock! You win this round, partner!"

c. If user choice is scissors and cowboy's choice is paper: Display "Scissors cut paper! You win this round, partner!"

d. If cowboy's choice is rock and user's choice is scissors: Display "Rock crushes scissors! The cowboy wins this duel!"

e. If cowboy's choice is paper and user's choice is rock: Display "Paper covers rock! The cowboy wins this duel!"

f. If cowboy's choice is scissors and user's choice is paper: Display "Scissors cut paper! The cowboy wins this duel!"

g. If both choices are the same: Display "It's a draw, partner! Another round?"

9. End program