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// HIER STAAN MIJN VARIABLE
//startatributen beginnen hier
    var sugarGifties = document.querySelector(".input2");
    var sugarBby = document.querySelector(".sugarbabe");
    var sound = document.querySelector("#audio");
    var naam = document.querySelector("#vulIn");

//dit verdwijnt na start
    var start = document.querySelector(".startknopa");
    console.log(start);
    var beginKlaar = document.querySelector(".startbitch");

//eindatributen(pop-ups) beginnen hier
    var winnaar = document.querySelector("#win");
    var loser = document.querySelector("#lose");

//Input vari's
//mijn knoppen/plaatjes
//Giftiessss
    var plainTix =
document.querySelector("#plaintix");
    console.log(plainTix);
    var greenNeck =
document.querySelector("#greenneck");
    var blackCar =
document.querySelector("#blackcar");
    var goldLongear =
document.querySelector("#goldlongear");
    var Sugar = document.querySelector("#sugar");
    var pearlBedel =
document.querySelector("#pearlbedel");

//Stonies
    var necklace =
document.querySelector("#necklace");
    console.log(necklace);
    var goldArm =
document.querySelector("#goldarm");
    var greyCar =
document.querySelector("#greycar");
    var bedel = document.querySelector("#bedel");
    var pearlNeck =
document.querySelector("#pearlneck");
    var candy = document.querySelector("#candy");
    var pearlRing =
document.querySelector("#pearlring");

//OUTPUT VARIA
    var saltyMoodArray =
["neutraal.png", "min.png", "minmin.png", "loser.png"];
    console.log(saltyMoodArray) ;
    var sugaryMoodArray =

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["neutraal.png","plus.png","plusplus.png","plusplusplus.png","winaar.png"];
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        console.log(sugaryMoodArray)
        var bitchSaidWhat =
document.querySelector("#BitchSays");
        console.log(bitchSaidWhat);
```

```
    // SPELSTATUS VARI
        var counter      = document.querySelector(".counter");
        var giftScore    = 0;
        console.log(giftScore);
        var giftscoreCijfer =
document.querySelector("#GiftCounter");
        console.log(giftscoreCijfer);
```

```
        var stoneScore = 0;
        console.log(stoneScore)
        var stoneScoreCijfer =
document.querySelector("#Stonecounter");
        console.log(stoneScoreCijfer);
```

```
    // muziek
        //https://levelup.gitconnected.com/game-development-breakout-in-javascript-5e5d142d3203
        var sounds = {
            lostSound1: new Audio("./muziek/Attitudebiddie.mp3"),
            lostSound2: new Audio("./muziek/sadviolet.m4a"),
            winSound1:  new Audio("./muziek/SensLaugh.m4a"),
            winSound2:  new Audio('./muziek/sexiphone.m4a'),
            goodSound:  new Audio("./muziek/goodsoundeffect.mp3"),
            kissSound:  new Audio("./muziek/kissykissy.wav"),
            badSound:   new Audio("./muziek/badsoundeffect.mp3"),
            music:      new Audio("./muziek/sugardaddy1.mp3"),
        };
```

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//HIER STAAN MIJN FUNCTIES
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    // START PAGE BEGINNEN KNOOP
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    //muziek achtergrond
    function playSound() {
        sounds.music.loop = true;
        sounds.music.volume = .1;
        sounds.music.play();
    };
```

```
    //Spel laadt in
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```
    function beginSpel(){
        console.log("HiGirly");
        sugarGifties.style.display ="block";
        counter.style.display="block";
```

```
    //Beginscherm verdwijnt
        beginKlaar.style.display = "none";
```

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        sugarBby.src = "Images/output/neutraal.png";
        naam.style.display= "none";

        //Begroeting
        //https://stackoverflow.com/questions/14319274/
change-css-properties-on-click
        bitchSaidWhat.style.cssText = "margin-top:
4px;position: absolute; right: 530px; top: 150px;";
        //Hulp van David de Vries
        console.log(naam.value);
        bitchSaidWhat.textContent = "Try and win me
over, " +(naam.value);
        };
        console.log(bitchSaidWhat);

// Actions
//oplopende actie functie voor goede gifts
function sugarMood (){
    console.log("are we ready");

    //soundeffects
    sounds.goodSound.play();
    sounds.goodSound.volume = .3;
    console.log(this);

    //zet functie uit na klik/gebruik
    this.removeEventListener("click" , sugarMood);

    //laad de benodigde punten, sounds en reacties in
    // telt punten
    if (stoneScore >= 1 ) {
        stoneScore = stoneScore-1;
        stoneScoreCijfer.textContent=stoneScore;

        //Reacties
        var outputSaltbabe =
saltyMoodArray[stoneScore];
        console.log(outputSaltbabe);
        sugarBby.src = 'Images/output/'+outputSaltbabe;

        // telt punten
    } else { giftScore = giftScore+1;
        giftscoreCijfer.textContent=giftScore;
        console.log(outputSugarbabe);

        //Reacties
        var outputSugarbabe =
sugaryMoodArray[giftScore];
        console.log(outputSugarbabe);
        sugarBby.src = 'Images/
output/'+outputSugarbabe;
    }
        console.log(giftScore)
        console.log(stoneScore)

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        //Soundseffect reactie
        if (giftScore == 3) {
            sounds.kissSound.play();
        }
        //Winst! --> Reactie en sound
        if (giftScore == 4) {

            //giftes verdwijnen
            sugarGifties.style.display = "none";
            counter.style.display = ("none");

            //eind scherm laad in
            winnaar.style.display = "block";
            naam.style.display = "none";
            bitchSaidWhat.style.display = "none"

            //Victory Muziek begint
            sounds.winSound2.play();
            sounds.music.pause();

            //Animatie aangepast op
            //Bron: https://www.w3schools.com/howto/tryit.asp?filename=tryhow\_js\_animate\_3
            //bepaald element
            var id = null;
            var elem = sugarBby;
            var pos = -150;
            clearInterval(id);

            //lengte/snelheid van inladen
            id = setInterval(frame, 55);
            function frame() {
                if (pos == 20) {
                    clearInterval(id);
                    sounds.winSound1.play();

                    //waarvandaan en welke kant op
                } else {
                    pos++;
                    elem.style.right = pos + 'px';
                }
            }
        }

        //aflopende actie
        //oplopende actie functie voor foute gifts
        function saltyMood () {
            console.log("hohoi");

            //soundeffects bij klik foute keuzes
            sounds.badSound.play();

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sounds.badSound.volume = .3;

//zet functie uit na klik/gebruik
this.removeEventListener("click" , saltyMood);

//telt punten
if (giftScore >= 1 ) {
    giftScore = giftScore-1;
    giftscoreCijfer.textContent=giftScore;

    // Reacties
    var OutputSugarbabe =
sugaryMoodArray[giftScore];
    console.log(OutputSugarbabe);
    sugarBby.src = 'Images/output/'+
OutputSugarbabe;

    //telt punten
} else { stoneScore = stoneScore+1;
    stoneScoreCijfer.textContent=stoneScore;

    //Reacties
    var OutputSaltbabe =
saltyMoodArray[stoneScore];
    console.log(OutputSaltbabe);
    sugarBby.src = 'Images/
output/'+OutputSaltbabe;
}
//Verloren --> reactie en sound
if ( stoneScore == 3 ) {

    //giftes verdwijnen
    sugarGifties.style.display ="none";
    counter.style.display=("none");

    //laad verliezer scherm in
    loser.style.display="block";
    sounds.music.pause();
    sounds.lostSound1.play();
    sounds.lostSound1.volume = 1;
    sounds.lostSound2.play();
    sounds.lostSound2.volume = .3
    bitchSaidWhat.style.display="none"

    //Animatie aangepast op
    //Bron: https://www.w3schools.com/howto/tryit.asp?filename=tryhow\_js\_animate\_3
    var id = null;
    var elem = sugarBby;
    var pos = 700;
    clearInterval(id);
    id = setInterval(frame, 20);

    function frame() {

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        if (pos == 650) {
            clearInterval(id);
        } else {
            pos++;

            elem.style.left = pos + 'px';
        }
    }
} ;

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// Spel eindigt klik om te herladen
function reload() {
    reload = location.reload();
};

```

//Eventslisteners

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// START
start.addEventListener("click", beginSpel);
start.addEventListener("click", playSound);

//Gifties
greenNeck.addEventListener("click" , sugarMood);
plainTix.addEventListener("click", sugarMood);
blackCar.addEventListener("click" , sugarMood);
goldLongear.addEventListener("click" , sugarMood);
Sugar.addEventListener("click" , sugarMood);
pearlBedel.addEventListener("click" , sugarMood);

//Stonies
pearlNeck.addEventListener("click" , saltyMood);
candy.addEventListener("click", saltyMood);
pearlRing.addEventListener("click" , saltyMood);
greyCar.addEventListener("click" , saltyMood);
necklace.addEventListener("click" , saltyMood);
goldArm.addEventListener("click" , saltyMood);
bedel.addEventListener("click" , saltyMood);

// END
loser.addEventListener("click", reload);
winnaar.addEventListener("click", reload);

```