**JS code for PIG Game**

**Game Rules:**

* **The game has 2 players, playing in rounds**
* **In each turn, a player rolls a dice as many times as he wishes. Each result get added to his ROUND score**
* **But, if the player rolls a 1, all his ROUND score gets lost. After that, it’s the next player’s turn**
* **The player can choose to ‘HOLD’, which means that his ROUND score gets added to his GLOBAL score. After that, it’s the next player’s turn**
* **The first player to reach 100 points on GLOBAL score wins the game**

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| --- |
|  |
|  |  |
|  | var scores, roundScore, activePlayer, gamePlaying; |
|  |  |
|  | init(); |
|  |  |
|  |  |
|  | document.querySelector('.btn-roll').addEventListener('click', function() { |
|  | if(gamePlaying) { |
|  | // 1. Random number |
|  | var dice = Math.floor(Math.random() \* 6) + 1; |
|  |  |
|  | //2. Display the result |
|  | var diceDOM = document.querySelector('.dice'); |
|  | diceDOM.style.display = 'block'; |
|  | diceDOM.src = 'dice-' + dice + '.png'; |
|  |  |
|  |  |
|  | //3. Update the round score IF the rolled number was NOT a 1 |
|  | if (dice !== 1) { |
|  | //Add score |
|  | roundScore += dice; |
|  | document.querySelector('#current-' + activePlayer).textContent = roundScore; |
|  | } else { |
|  | //Next player |
|  | nextPlayer(); |
|  | } |
|  | } |
|  | }); |
|  |  |
|  |  |
|  | document.querySelector('.btn-hold').addEventListener('click', function() { |
|  | if (gamePlaying) { |
|  | // Add CURRENT score to GLOBAL score |
|  | scores[activePlayer] += roundScore; |
|  |  |
|  | // Update the UI |
|  | document.querySelector('#score-' + activePlayer).textContent = scores[activePlayer]; |
|  |  |
|  | // Check if player won the game |
|  | if (scores[activePlayer] >= 100) { |
|  | document.querySelector('#name-' + activePlayer).textContent = 'Winner!'; |
|  | document.querySelector('.dice').style.display = 'none'; |
|  | document.querySelector('.player-' + activePlayer + '-panel').classList.add('winner'); |
|  | document.querySelector('.player-' + activePlayer + '-panel').classList.remove('active'); |
|  | gamePlaying = false; |
|  | } else { |
|  | //Next player |
|  | nextPlayer(); |
|  | } |
|  | } |
|  | }); |
|  |  |
|  |  |
|  | function nextPlayer() { |
|  | //Next player |
|  | activePlayer === 0 ? activePlayer = 1 : activePlayer = 0; |
|  | roundScore = 0; |
|  |  |
|  | document.getElementById('current-0').textContent = '0'; |
|  | document.getElementById('current-1').textContent = '0'; |
|  |  |
|  | document.querySelector('.player-0-panel').classList.toggle('active'); |
|  | document.querySelector('.player-1-panel').classList.toggle('active'); |
|  |  |
|  | //document.querySelector('.player-0-panel').classList.remove('active'); |
|  | //document.querySelector('.player-1-panel').classList.add('active'); |
|  |  |
|  | document.querySelector('.dice').style.display = 'none'; |
|  | } |
|  |  |
|  | document.querySelector('.btn-new').addEventListener('click', init); |
|  |  |
|  | function init() { |
|  | scores = [0, 0]; |
|  | activePlayer = 0; |
|  | roundScore = 0; |
|  | gamePlaying = true; |
|  |  |
|  | document.querySelector('.dice').style.display = 'none'; |
|  |  |
|  | document.getElementById('score-0').textContent = '0'; |
|  | document.getElementById('score-1').textContent = '0'; |
|  | document.getElementById('current-0').textContent = '0'; |
|  | document.getElementById('current-1').textContent = '0'; |
|  | document.getElementById('name-0').textContent = 'Player 1'; |
|  | document.getElementById('name-1').textContent = 'Player 2'; |
|  | document.querySelector('.player-0-panel').classList.remove('winner'); |
|  | document.querySelector('.player-1-panel').classList.remove('winner'); |
|  | document.querySelector('.player-0-panel').classList.remove('active'); |
|  | document.querySelector('.player-1-panel').classList.remove('active'); |
|  | document.querySelector('.player-0-panel').classList.add('active'); |
|  | } |
|  |  |