

Connecting Javascript with HTML

(Let the fun begin)

What's In the Picture (proj name: in-picture)

Pick the sentence that describes the picture:



1. `gQuests = [{id: 1, opts:[], correctOptIndex:1 }]`
`gCurrQuestIdx = 0`
2. Note: It is convenient to have the images named by the quest id (e.g. : 1.jpg)
3. If the player is correct, move on to next quest
4. Some more functions:
 - a. `initGame()`
 - b. `createQuests()`
 - c. `renderQuest()`
 - d. `checkAnswer(optIdx)`
5. Create 3 questions