Bridger Oswald

I am very excited to do this project because my family loves the game Redneck life and the hardest part about that game is keeping track of your money, I want to build a small set of code that will allow them to keep track of their money and easily add their payday amount and to purchase items without needing to do all of the match in their heads. It will have other text boxes but the main pieces of information that the app will track is the payday amount, when you receive a payday, how many children you have so it can subtract from your payday amount and your purchases so that when you but a vehicle, you will be able to subtract that amount from your wallet as well. It will have other information and I am excited to build it with some html and css and that will allow for a great looking and probably will take me more than 3 hours but it will be worth it because I am excited type of project.

Steps:

1. create your files
   1. redneck-life-score.js
   2. redneck-life-score.html
2. Add basic HTML on the page and put the header as Redneck Life Score Card
3. Now for our page we are going to need the following sections:
   1. Name
   2. Education level
      1. Occupation
      2. Payday amount
   3. First Spouse’s name
   4. 2nd Spouses name
   5. Insurance
      * 1. If selected, this will either put the player in dept or take away money.
      1. Home
      2. Health
      3. Vehicle
   6. Teeth Remaining
      1. Button to add and subtract teeth
   7. Young’ens name’s
      1. These will automatically subtract $10 each from your total paycheck each time
   8. Cash and debt section
      1. This section will allow you to add and subtract cash
   9. End game button
      1. This will allow you to total all information and then find out if you win against others.
   10. Payday button
       1. This button will add your current payday amount to your wallet
       2. You will have a div that shows your wallet total.
4. This is a lot of information that I will need to create and this will take time but it will allow for a stretch of what I can do with JavaScript and html.
5. Name
   1. 2 drop down boxes will be there to hold the name of the player
6. Occupation
   1. Box to type in the name of the players occupation as a string
   2. Add event listener to save the name, occupation name, and payday amount (as an int) to variables
      1. Player\_name
      2. Job\_name
      3. Payday\_amount
7. Spouse 1 name
   1. 2 drop down boxes will be there to hold the name of the first spouse.
8. Spouse 2 name
   1. 2 drop down boxes will be there to hold the name of the second spouse.
9. Teeth Remaining
   1. There will be a div that has the number of teeth remaining and then 2 buttons
      1. Button 1 will remove teeth and subtract from the number listed with the lowest being 0.
      2. Button 2 will add teeth and add to a maximum of 28 teeth
10. Youngens names
    1. Each time a youngen needs to be added, the user will type the name in the box and then click add and it will add the name to the div
    2. This will then subtract $10 from the players payday amount.
    3. The children’s names will be in an array
11. Insurance
    1. There will be 3 boxes with dropdowns that will have either a yes or a no
12. Purchase button
    1. This button will have a box where the user can type in the purchase amount for the house or vehicle and then it will subtract from the total amount then the user can pay it off each payday by clicking the payday button.
13. In the end, this will be a calculator and dropdowns to keep track for the user how much money they have.
    1. If the user spends $100 then they type that in the purchase and then click submit and then it will subtract it from their wallet and then when they get paid, they will click the payday button and it will add their payday amount to their wallet without them needing to do any math.