

# The Princess Is In Another Castle

14 JULY 2015 on Exercise (</tag/exercise/>), JavaScript (</tag/javascript/>), Problem Solving (</tag/problem-solving/>), Programming Principles (</tag/programming-principles/>), Level 2 (</tag/level-2/>)

## Requirements:

- Create a class for a player that has the following properties:

- `name` of type `String`
- `totalCoins` of type `Number`
- `status` of type `String` (options are `Powered Up`, `Big`, `Small`, and `Dead`)
- `hasStar` of type `Boolean` (Is a star active?)
- `setName` of type `function` - sets 'name' to "Mario" or "Luigi". Has a parameter called `namePicked` where you pass in "Mario" or "Luigi"
- `gotHit` of type `function` - this is called whenever the player is hit by an enemy. `gotHit()` will set the `status` property accordingly. (Statuses go from "Powered Up" to "Big" to "Small" to "Dead".)
- `gotPowerup` of type `function` - called when a powerup is received and sets the status accordingly. (Statuses go from "Small" to "Big" to "Powered Up". If you are Powered Up and it hits this function, you get a star)
- `gameActive` of type `Boolean`, true by default, becomes false when `status` is *Dead*
- `addCoin` of `function` - adds a coin to `totalCoins`
- `print` of type `function` - prints to the console the name, `totalCoins`, `status`, and star properties. Make sure you make this look nice such as:
  - Name: Luigi,
  - Status: Small, etc, etc

Use that class to create the object.

Create a random range function

(<http://stackoverflow.com/questions/1527803/generating-random-numbers-in-javascript-in-a-specific-range>) that returns either 0, 1, or 2.

If the value is 0 call the `gotHit()` function on the object.

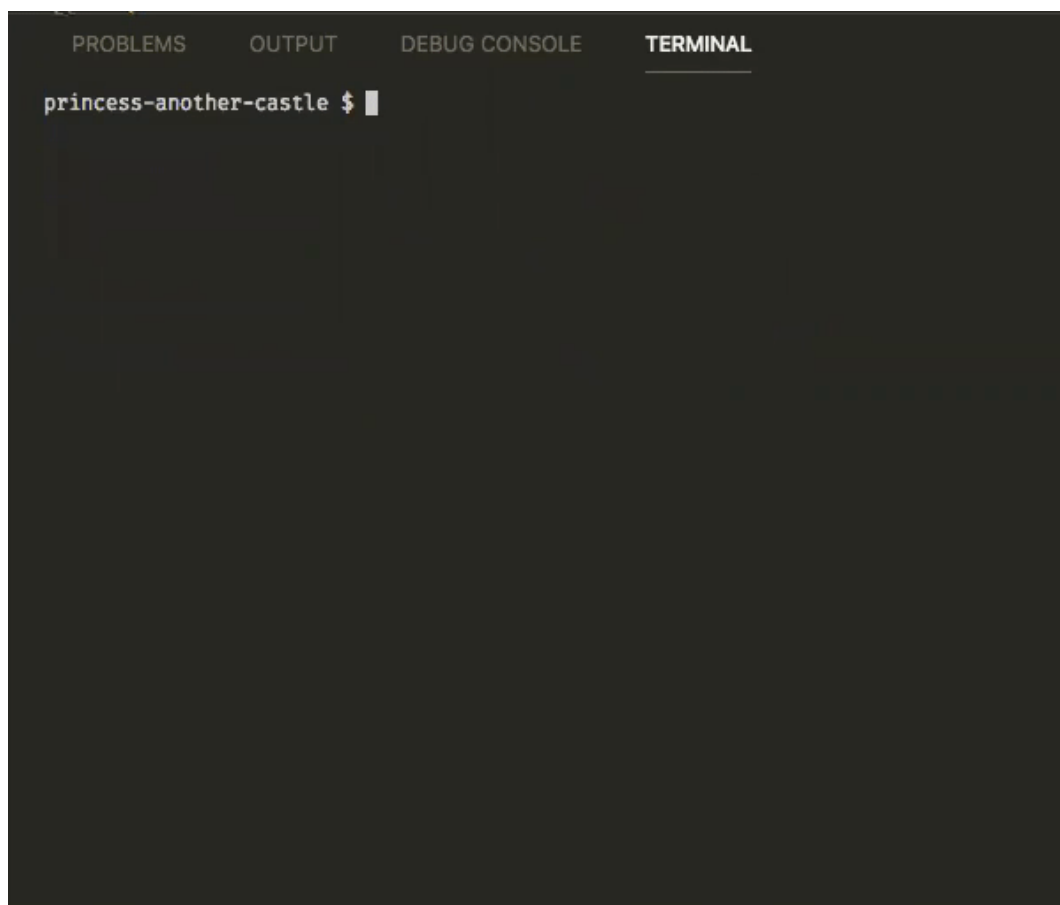
If the value is 1 call the `gotPowerup()` function on the object

If the value is 2 call the `addCoin()` function

Then call the print method on the object.

Now put the random range function inside a `setInterval` function that ends after `gameActive === false`

The end product will look something like this:




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webpage that looks like this:  
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## Vowels & Consonants

Create two functions. Each  
function takes 1 parameter of  
type String, give it whatever  
name you want. The first...