

JAVASCRIPT GAME LAB PART 1

Task: Prompt the user if they would like to play the game with two characters - the user and the Almighty Grant. If yes, prompt the user to name their character. Run a while loop that will iterate until either the character has beat Grant three times or the character has been defeated.

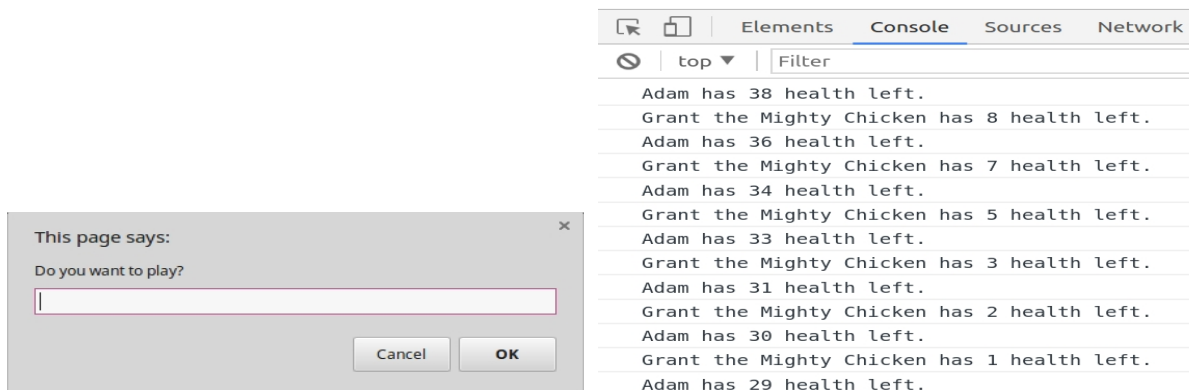
What does the application do?

1. The user is prompted to play a game. If the user chooses yes, the user is prompted to enter his or her name, and the battle begins. Otherwise, nothing else happens.
2. The game will use a `while` loop to simulate a turn-based fight between the user and Grant.
3. The user starts with 40 “health points.” Grant starts with 10 “health points.”
4. Each iteration of the `while` loop will remove random numbers of health points (either 1 or 2) from both the user and Grant.
5. Each time Grant’s health points hit 0, he is “defeated” and the user gains 1 “win.” But Grant’s health points are reset to 10. Note: the user’s health points never reset.
6. The game ends when either a) Grant has been defeated three times (i.e., the user has three wins) or b) the user has been defeated (hit 0 health points).
7. When the game is over, the application logs the winner.

Build Specifications:

1. The application must prompt the user for his or her name and use it throughout the game.
2. The application logs the progress of the fight after each iteration of the loop.
3. **Hint:** Save asking the user if they want to play for the last part of the code you write. This way you won’t have to type “yes” every time you test your program.

Console Preview:



The screenshot shows a web application interface on the left and a browser's developer console on the right. The dialog box on the left, titled "This page says:", contains the text "Do you want to play?" followed by an empty text input field and "Cancel" and "OK" buttons. The browser console on the right, with the "Console" tab selected, shows a series of log messages. The messages alternate between "Adam has [X] health left." and "Grant the Mighty Chicken has [Y] health left.", where X decreases from 38 to 29 and Y decreases from 8 to 1 over the course of the logs shown.

| Log Message |
|---|
| Adam has 38 health left. |
| Grant the Mighty Chicken has 8 health left. |
| Adam has 36 health left. |
| Grant the Mighty Chicken has 7 health left. |
| Adam has 34 health left. |
| Grant the Mighty Chicken has 5 health left. |
| Adam has 33 health left. |
| Grant the Mighty Chicken has 3 health left. |
| Adam has 31 health left. |
| Grant the Mighty Chicken has 2 health left. |
| Adam has 30 health left. |
| Grant the Mighty Chicken has 1 health left. |
| Adam has 29 health left. |

