# 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() – return an hard-coded (ready made) array for now with at least 3 questions
   c. renderQuest()
   d. checkAnswer(optIdx)