JavaScript RockPaperScissor

Project guide JavaScript Basic x start2impact.

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Project

I wanted to create a game instead of a counter as a second project to increase the complexity a bit.

First of all, I avoided creating the whole html part with javascript (I no longer considered it necessary) and I divided the main function into various functions (as recommended by the coach).

The application is a representation of the great classic Rock-Paper-Scissors.

Style

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I decided to keep a simple style with images to represent the possible choices, a space for the choice of the PC, and a counter for the results obtained.

I chose light and fairly neutral colors.

I tried to make it as responsive as possible.

Component

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The keys available are 4:

"Rock"

"Paper"

"Scissors"

"Reset"

The first 3 buttons are represented by images and are used to start playing. At the click of one of these animations start that make us understand the result and the counter increases according to it.

The reset button as presumable allows us to restart.

Conclusion

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You can find the project
in my GitHub,
or play it now!
Hello everybody.

play: [Click here](#)
gitHub: [Click here](#)