let currentHealthPl1 = 100;

let currentHealthPl2 = 100;

let punchDamagePl1 = 5;

let punchDamagePl2 = 5;

let kickDamagePl1 = 10;

let kickDamagePl2 = 10;

let slapCount = 0;

let results = "";

//players

let player1 = {

name: "ORMARR",

initialHealth: 100,

slap: 1,

punch: 5,

kick: 10,

hits: 0,

}

let player2 = {

name: "REGINHARD",

initialHealth: 100,

slapdamage: 1,

punch: 5,

kick: 10,

hits: 0,

}

currentHealthPl1 == player1.initialHealth;

currentHealthPl2 == player2.initialHealth;

//player 1 health function

function slap() {

currentHealthPl1 == player1.initialHealth--

slapCount == player2.hits++

draw()

}

function punchPl1() {

punchDamagePl1 == player1.punch

player1.initialHealth -= punchDamagePl1

slapCount == player2.hits++

draw()

}

function kickPl1() {

kickDamagePl1 == player1.kick

player1.initialHealth -= kickDamagePl1

slapCount == player2.hits++

draw()

}

//player 2 health function

function slapPl2() {

let currentHealthPl2 = player2.initialHealth--

slapCount == player1.hits++

draw()

}

function punchPl2() {

punchDamagePl2 == player2.punch

player2.initialHealth -= punchDamagePl2

slapCount == player1.hits++

draw()

}

function kickPl2() {

kickDamagePl2 == player2.kick

player2.initialHealth -= kickDamagePl2

slapCount == player1.hits++

draw()

}

//winner function

function winner(currentHealthPl1, currentHealthPl2) {

if (currentHealthPl1 <= 0) {

results == "Player Two"

} else if (currentHealthPl2 <= 0) {

results === "player one"

}

draw()

}

function draw() {

//player 1

let healthValueElement = document.getElementById('health')

healthValueElement.textContent = `: ${player1.initialHealth}`

let slapElement = document.querySelector("#slap")

let punchPl1Element = document.querySelector("#punchPl1")

let kickPl1Element = document.querySelector("#kickPl1")

let player1NameElement = document.getElementById("player1Name")

player1NameElement.textContent = `: ${player1.name}`

let player1HitsElement = document.getElementById("player1Hits")

player1HitsElement.textContent = `: ${player1.hits}`

//plaer 2

let healthPlayer2ValueElement = document.getElementById('healthPlayer2')

healthPlayer2ValueElement.textContent = `: ${player2.initialHealth}`

let slapPl2Element = document.querySelector("#slapPl2")

let punchPl2Element = document.querySelector("#punchPl2")

let kickPl2Element = document.querySelector("#kickPl2")

let player2NameElement = document.getElementById("player2Name")

player2NameElement.textContent = `: ${player2.name}`

let player2HitsElement = document.getElementById("player2Hits")

player2HitsElement.textContent = `: ${player2.hits}`

//winner

let winnerElement = document.getElementById("winner")

winnerElement.textContent = `: ${results}`

}

winner()

draw()