i) How to create game variables

ii) How to generate a random number

iii) How to manipulate the DOM

iv) How to read from the DOM

v) How to change CSS styles

HOW TO CREATE GAME VARIABLES

i) The game has 2 players

a) Create a variable to identify each player

var player1;

var player2;

ii) They play in rounds – so keep track of the “active” round

var player1Score = 0;

var player2Score = 0;

//var scores = [0,0]

* Also set a value for that particular round’s score

var roundScorep1 = 0;

var roundScorep2 = 0;

//var roundScore = 0; (sets only 1, why?)

//TEACHER:

sar scores, roundScore;

scores = [0,0];

roundScore = 0;

iii) Create a value for the player currently playing;

activePlayer = 0;

//TEACHER:

sar scores, roundScore activePlayer;

scores = [0,0];

roundScore = 0;

activePlayer = 0; (1 will be the second player)

iv) Need a value for the dice with 6 sides. Need the Math object (calculate a random # btw 1 & 6 – mutually exclusive. Math.floor(Math.random()\*6) + 1 [Math.random gives u numbers btw 0 & 1, so multiply by 6 to give #’s btw 1 & 5. Then set the floor to remove the decimals so you get a whole number. Then add 1 so u get numbers between 1 & 6].

//TEACHER:

sar scores, roundScore activePlayer, dice;

scores = [0,0];

roundScore = 0;

activePlayer = 0; (1 will be the second player)

dice = Math.floor(Math.random()\*6) + 1;

BUT if he rolls a 1, his score resets to zero (0) and it’s the other player’s turn.

v) He can choose to hold so his score gets a

Chapter 40 – Event listeners (complete)

* How to set up an event handler
* What a callback function is
* What an anonymous function is
* Another way to select elements by ID
* How to change the image in an element

To call a function, e.g., a button you muse use the parenthesis e.g.,

btn();

Chapter 41 -