Programming for Web Applications I – Lecture

Goal2: Assignment: The Duel - Part II (75m)

(Due: Sun, 30 Jun | Status: Not Completed)

Ready...Set...Fight!!! Encore!

This is part 2 in "The Duel" assignment series in which you will be updating the simple text base fighting game. In part II, you will be replacing some of the variable declarations with array literals.

Objectives & Outcomes

Successful completion of this activity will show that you can:

- Break down existing code and modify its functionality.
- Convert variable references to a more efficient Array Literal.
- Create an array and use array access notation.

Level of Effort

This activity should take approximately 75m to complete. It will require:

    0m Research
    15m Prep & Delivery
    60m Work

If you find that this activity takes you significantly less or more time than this estimate, please contact me for guidance.

Reading & Resources

[ALL Rubrics](#) (necessary)

This is a Google doc link to ALL the Rubrics for ALL assignments.

Instructions

Getting Started:

- In your local branch of the PWA1 GIT repo, you will need to create a directory entitled "Wk1/goal2_assign_duel2". This is where all your assignment development files will reside.
- Make sure the "The Duel I" has been completed and functioning correctly.
- Make a copy of ALL your files from the goal1_duel1 assignment and put it in the directory "/Wk1/goal2_assign_duel2/". This is where all your assignment development files will reside.
- Make sure you adhere to proper folder constructs, if applicable (css, images, js, etc)

(Online) Please watch the associated demonstration screencast that shows the finished assignment and explains the rubric and requirements.

Criteria:

To obtain full credit on the assignment your submission should match the functionality of the demonstration. The following criteria must be adhered to as well as satisfying all items on this assignment's rubric.

- Open the JavaScript file of part I
- Replace the variables that reference the name, health, and damage with an array. You will do this for both players.
    - example: var fighter1 = ["Spiderman", 20, 100];
- Modify the remaining code so that it works with the arrays instead of the variables that were used in part I of the assignment

Deliverables

You will submit your project via GIT. This is where your work will be graded. You will

need to ensure you have at least 3 resonable commits.