

## Goal4: Assignment: The Duel – Part III (135m)

### Ready...Set...Fight!!! THE END

This is part 3 and the final part for “The Duel” assignment. In this last part you will remove the alert() functions and replace them with DOM interaction. Also, objects literals will now contain the fighter data instead of an array.

### Objectives & Outcomes

Successful completion of this activity will show that you can:

- Break down existing code and modify its functionality.
- Utilize JavaScript DOM manipulation functions effectively.
- Comprehend the different ways of accessing DOM elements.
- Recognize and understand basic HTML hierarchy.

### Level of Effort

This activity should take approximately 135m to complete. It will require:

- 0m Research
- 15m Prep & Delivery
- 120m 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.

#### Assignment Files *(necessary)*

This link has all the files you need to get started with this programming assignment.

### Instructions

### Getting Started:

- In your local branch of the PWA1 GIT repo, you will need to create a directory entitled "goal4\_assign\_duel3".
- Download the .zip file from FSO for this assignment and unzip it in the directory "goal4\_assign\_duel3/". This is where all your assignment development files will reside.
- Make a copy of your js/main.js file from the duel2 assignment and put it in the directory "goal4\_assign\_duel3/js/".
- Using JavaScript comments, place your name, date and assignment at the top of the JavaScript file.
- You will need to create a script tag for js/main.js in your .html file.
- Make sure you adhere to proper folder constructs, if applicable (css, images, js, etc).

**(Online) Please watch the associated 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 js/main.js file.
- All uses of alert() must be removed
- An object with three properties(keys) is created for both fighters. The three properties are:
  1. name
  2. damage
  3. health

Example: fighter1 = {name:Spiderman, damage:20, health:100};
- Both fighter objects should be in an array
- Modify fight() function
  - Since this assignment is now using objects, the code in the fight() function must be modified from the previous version of the assignment to accommodate for this. **NO loop will be needed!**—since clicking on the button is what triggers the next round.
  - Replace the alerts with code that access the DOM(HTML) such as getElementById and/or querySelector
  - Use JavaScript's innerHTML property to change the text in the HTML. The following information will be displayed dynamically in the HTML (view the demonstration again to see how this should look):
    1. Fighter's name and health at the top
    2. Current round number above the button
- Create a click event on the button
- When the button is clicked, the following should commence:
  1. advance round
  2. the modified fight() function is called
- Disable the button when the game is over and make sure the appropriate "game over message" is shown at the top. The message should be one of the following:
  1. Fighter 1 wins
  2. Fighter 2 wins
  3. Both Fighters Die

Make sure the actual name of the fighter is shown not fighter1 or fighter2. You can always change the message to something else if you want to be more creative.

Good Luck!

## 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 6 resonable commits.