# Planning

Ideas: **pokemon types?** ~~Superheroes?~~

## When a button is clicked:

Add the type into the array.

Array : [‘?’,’?’,’?’,…]

* Replace the type into ‘?’
* When you check if all question is answered, check if there is ‘?’ in the array
* When the player changes the answer, replace the original type with the new type. (just like replacing ‘?’).

### Hover:

* Get a patterned image. Make that as the background when mouse is hovering.

### Clicked:

* Make pokemon ball bullet in front or at the end of each choice

## Calculating the result:

* Go through the array, and record how many each type was recorded
* Find the one that is most recorded.
* If there is a tie, randomly pick one from that

## Displaying the result

* Make a separate page that displays the result
* How to call the page according to the result:
  + Make the result page as type.html (ex. Fire.html)
  + And make <a href = result + “.html”/>