

## Checklist

- Make sure to see WarGame.txt for a little of the basics of how the game works, rules, etc. We used this to brainstorm before actually implementing anything.
- We tried to make sure that our code was commented really well so that anyone could go through and understand what we were doing.
- Here is a code snippet that is in the beginning of layDownACardHandler(), which, as we said, checks the state of the game and deals with it accordingly.

```
//in war mode, we call warLayDownButton to lay down first card facing down
if(inWarMode)
{
    //get the current cards that are in war
    playerLayUp = cardsInPlay[0];
    computerLayUp = cardsInPlay[1];
    //show war button, hide lay down card button
    warLayDownButton.style.display = "block";
    layDownACard.style.display = "none";
    //make the on click method of "War" button
    War.View["warLayDownButton"].onclick =
    "War.Controller.warLayDownButtonHandler(playerHand, playerLayUp, " +
    + "computerHand, computerLayUp, cardsInPlay)";
    //wait for user to click next button
    return;
}
```

- This is warLayDownButtonHandler(), which implements the first stage of every “war” by placing the first card face down and also keeps track of the cards in play (the cards involved in war that will eventually be given to the winner of that round)

```
//lays both cards face down when user clicks the go to war button
warLayDownButtonHandler : function(playerHand, playerLayUp, computerHand, computerLayUp, cardsInPlay)
{
    //set the src attribute to a picture of the back of a card
    War.View.playerCard.src = "back";
    //lay card down
    War.Controller.layCard("pCard", War.View.playerCard);
    //makes sure to push these cards into cardsInPlay
    cardsInPlay.push(playerHand.shift());

    //set the src attribute to a picture of the back of a card
    War.View.computerCard.src = "back";
    //lay card down
    War.Controller.layCard("cCard", War.View.computerCard);
    //makes sure to push these cards into cardsInPlay
    cardsInPlay.push(computerHand.shift());

    //don't show war button, show lay down a card button
    warLayDownButton.style.display = "none";
    layDownACard.style.display = "block";
    layDownACard.value = "Go to War!";
},
```

