Pseudocode Duel2 PWA-1 | Week 2

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Start with a self-executing function.

Then add the player health and names as well as the round number.

Create a function for the fight.

Start by alerting the user that the fight has begun.

Then create a loop that wont go for more than ten rounds.

Create variables for the minimum amount of damage each player deals.

Create the random damage number using the minimum var.

Then inflict the random damage to the players.

Log the player’s health and name.

Next check for a winner.

If there is no winner proceed to the next round.

Else alert the results to the user. And exit the loop.

Create the winnerCheck function.

Create a variable with the result of no winner.

Check if both players have died, if they have set the results accordingly.

Check if player one has died, if they have set the results accordingly.

Check if player two has died, if they have set the results accordingly.

Return results.

Now execute the fight function!