Pseudocode Duel3 PWA-1 | Week 3

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Start with a self-executing function.

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

Create an event listener to see if the button is pressed, if so run the fight function

Create a function for the fight.

Start by displaying the fight button.

Then create a ~~loop~~  var 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~~. Just increase round number

Else ~~alert~~ display the results to the user. ~~And exit the loop.~~ And remove event listener.

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!