

Lab 4 - Rock Paper Scissors Game

Due Date

Beginning of Class 5.

Submitting Assignment

Desire2Learn > Dropbox > Lab 5

Instructions

1. Create one html document.
 2. The html document will have 1 script tag in the document <head>. No other html elements are allowed. Do not use jQuery.
 3. With JavaScript, wait for the window to load, then:
 4. Create 1 div with id "player-score" and add it to the document body. This div should have a number representing the player score. It should start at 0.
 5. Create another div with id "computer-score" and add it to the document body. This div should have a number representing the player score. It should start at 0.
 6. Feel free to style these elements above to your liking. They will be holding the score board for the game.
 7. Create 3 more divs of id "paper", "rock" and "scissors".
 8. Each div should have a height and width value set.
 9. Add images to each of the divs above, corresponding to what they represent.
 10. When one of the the 3 divs above is clicked, your code should compute a choice of it's own (rock, paper or scissors). Compare the value with with the player's choice.
 1. If The player wins, display a message on the screen and add 1 to the Player Score.
 2. If the computer wins, display a message on the screen and add 1 to the Computer Score.
 3. If it's a tie, display a corresponding message.
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11. Once either the player or the computer reaches 5 points, alert the winner and reset the score.

Notes

Feel free to use your creativity here. You have all of the necessary coding knowledge to do something interesting!

Tips

How can the computer compute it's choice? You can try using:
`Math.random()`

The function above returns a floating value between 0 to 1. Maybe depending on the value, the computer would pick a choice of "rock", "paper" or "scissors"?

If you still have trouble with this, try looking online for ways to apply this to the assignment.
