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Branch: master ▾

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2e4a83e 7 hours ago

1 contributor

31 lines (27 sloc) 1.6 KB

```
1  var psychicLetters = ['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', 'm', 'n', 'o', 'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y', 'z'];
2      var Win = 0;
3      var Lose = 0;
4      var guessesLeft = 9;
5      var guessedLetters = []; //Array to capture user letter input
6
7      document.onkeyup = function (event) {
8          var yourGuess = event.key; //variable to capture user's guess
9          guessedLetters.push(yourGuess); //This is suppose to capture letters entered by the user
10         var psychicAns = psychicLetters[Math.floor(Math.random() * psychicLetters.length)];
11
12         //If your guess matches the psychic's guess,
13         //a point is added to the "Wins" tally and the guesses tally restarts.
14         if (yourGuess === psychicAns) {
15             Win++;
16             guessesLeft = 9;
17         }
18         //If your guess does not match the psychic's guess, your number of guesses remaining are deducted.
19         else {
20             guessesLeft--;
21         }
22
23         //If the guesses remaining equals 0, you lose, an increment is added to the "Losses" tally and the points restart.
24         if (guessesLeft === 0) {
25             Lose++;
26             guessesLeft = 9;
27         }
28
29         var html = "<h1>The Psychic Game</h1>" + "<p>Guess what letter I'm thinking of:</p>" + "<p>Wins: " + Win + "</p>" + "<p>Losses: " + Lose + "</p>";
30         document.querySelector("#psychicGame").innerHTML = html;
31     }
```