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<!doctype html>
<html>
<head>
<meta charset="utf-8">
<title>JavaScript Code Project 3</title>
<link rel="stylesheet" href=
"https://maxcdn.bootstrapcdn.com/bootstrap/3.3.5/css/bootstrap.min.css" integrity=
"sha512-dTfge/zgoMYpP7QbHy4gWMEGsbdsdZeCXz7irItjcC3sPUFtf0kuFbDz/ixG7ArTxdmjLXDmezHubeNikyKGVyQ=="
crossorigin="anonymous">
<style>
.red {
background:#FF0004;
font-size:36px;
}
</style>
</head>
<body>

<div class="container">
<div id="output" class="row text-center text-capitalize"></div>
<div class="row">
<div class="col-xs-6" ><h1>Player 1</h1><div id="epl1" class="btn btn-danger">Player 1
</div><div class="jumbotron text-center">1</div></div>
<div class="col-xs-6" ><h1>Player 2</h1><div id="epl2" class="btn btn-primary">Player 2
</div><div class="jumbotron text-center">2</div></div>
</div>

<script>
var btnone = document.getElementById('epl1');
var btntwo = document.getElementById('epl2');
var output = document.getElementById('output');

var picks = [0,0];

btnone.onclick = function(e){ takeaturn(e);}
btntwo.onclick = function(e){ takeaturn(e);}

var myArray = ['Rock','Paper','Scissors'];

function takeaturn(e) {
  ///console.log(e.srcElement.nextSibling.innerHTML);
  var gameplay = randpick();
  e.srcElement.nextSibling.innerHTML = myArray[gameplay] ;
  ///console.log(e.srcElement.id);
  if(e.srcElement.id=='epl1'){picks[0]=gameplay+1;}else{picks[1]=gameplay+1;}
  winner();
}

function randpick(){
  return Math.floor(Math.random() * myArray.length);
}

function winner(){

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var one = picks[0];
var two = picks[1];
var newoutput = "nothing";
if(one==two){newoutput = "tie game";}
else if(one==1 && two == 3 ){newoutput = "Player 1 wins";}
else if(one==2 && two == 1 ){newoutput = "Player 1 wins";}
else if(one==2 && two == 3 ){newoutput = "Player 2 wins";}
else if(one==3 && two == 1 ){newoutput = "Player 2 wins";}
else if(one==3 && two == 2 ){newoutput = "Player 1 wins";}
else {newoutput = "No winner";}
htmloutput(newoutput);
}

function htmloutput(myoutput){
    output.innerHTML = myoutput;
}

</script>
</body>
</html>
```