**Project idea:**

* A prisoner’s dilemma type of game where players can choose to cooperate with or betray the character they’re playing against.
* Choices determine how much money they win/lose.
* They win by accumulating $5000, they lose when they go broke.
* See Storyboard for a visualisation!

**Class Concepts I’ve used (week 2-6 only because after that was chart.js)**

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| Week | Concept | How I’ve used it | Line Number | File name |
| 2 | HTML elements | Various HTML elements utilised – including ordered lists, headings, p, br, hr, div, tables, and buttons | 10-48 | project.html |
| 2 | CSS selectors | Used CSS to style buttons and table | 1-22 | project.css |
| 3 | Declaring and initialising variables | Used const and var to declare the variables I’ll be using at the start of my code | 1-9 | project.js |
| 3 | Conditionals | Used if-else statements to determine an outcome for the player based on their choice, and used == to compare. | 30-36, 43-49 | project.js |
| 4 | Objects | I used objects to store the information of each character so that the different aspects (character name, gameplay) of each character can be easily obtained. Used both strings and functions as object attributes. | 26-52 | project.js |
| 4 | Document Object Model | I used document.getElementByID().innerHTML multiple times to change the content of the webpage to display information like the overall outcome, how much money they have left, etc based on what the player chooses | 32, 35, 37, 45, 48, 50, 63, 67, 72-85 | project.js |
| 6 | Arrays | I used an array to represent the various characters, then using a random function generated a random character from the array. | 55-59 | project.js |