Section 05: JavaScript

Lab 01: Lucky Sevens v1

Credits and Copyright

Copyright notices

Section 05: JavaScript

Introduction to Web Development

Lab 01: Lucky Sevens v1

Introduction

In this lab, you will demonstrate all you have learned in the HTML, CSS, and JavaScript modules by writing a program that plays Lucky Sevens. The rules of the game are as follows:

1. Each round, the program rolls a virtual pair of dice for the user.
2. If the sum of the 2 dice is equal to 7, the player wins $4; otherwise, the player loses $1.

Your job is to write a program that plays this game, which will also demonstrate the futility of playing Lucky Sevens.

Requirements:

1. The game should be laid out like this:

Lucky Sevens

Starting Bet: $0.00

Play

2. The program asks the user how many dollars they have to bet.
3. When the user clicks the Play button, the program then rolls the dice repeatedly until all the money is gone.

   a. Hint: Use a loop construct to keep playing until the money is gone.

4. The program keeps track of how many rolls were taken before the money ran out.
5. The program keeps track of the maximum amount of money held by the player.
6. The program keeps track of how many rolls were taken at the point when the user held the most money.

   a. Hint: For steps 4, 5, and 6, declare some variables.

7. When the game is over, display the following output:

Lucky Sevens

Starting Bet: | $0.00 |

[Play Again]

Results

Starting Bet	$###.##
Total Rolls Before Going Broke	###
Highest Amount Won	$#####.##
Roll Count at Highest Amount Won	###

    a. Note: Give your user the opportunity to play again.