
INTRODUCTION TO JAVASCRIPT

Lecture 8

TODAY'S TOPICS



- Hands-on: Blacksmith
- Exercise: Functional Fishing

ANNOUNCEMENTS

- Sign-in Sheet



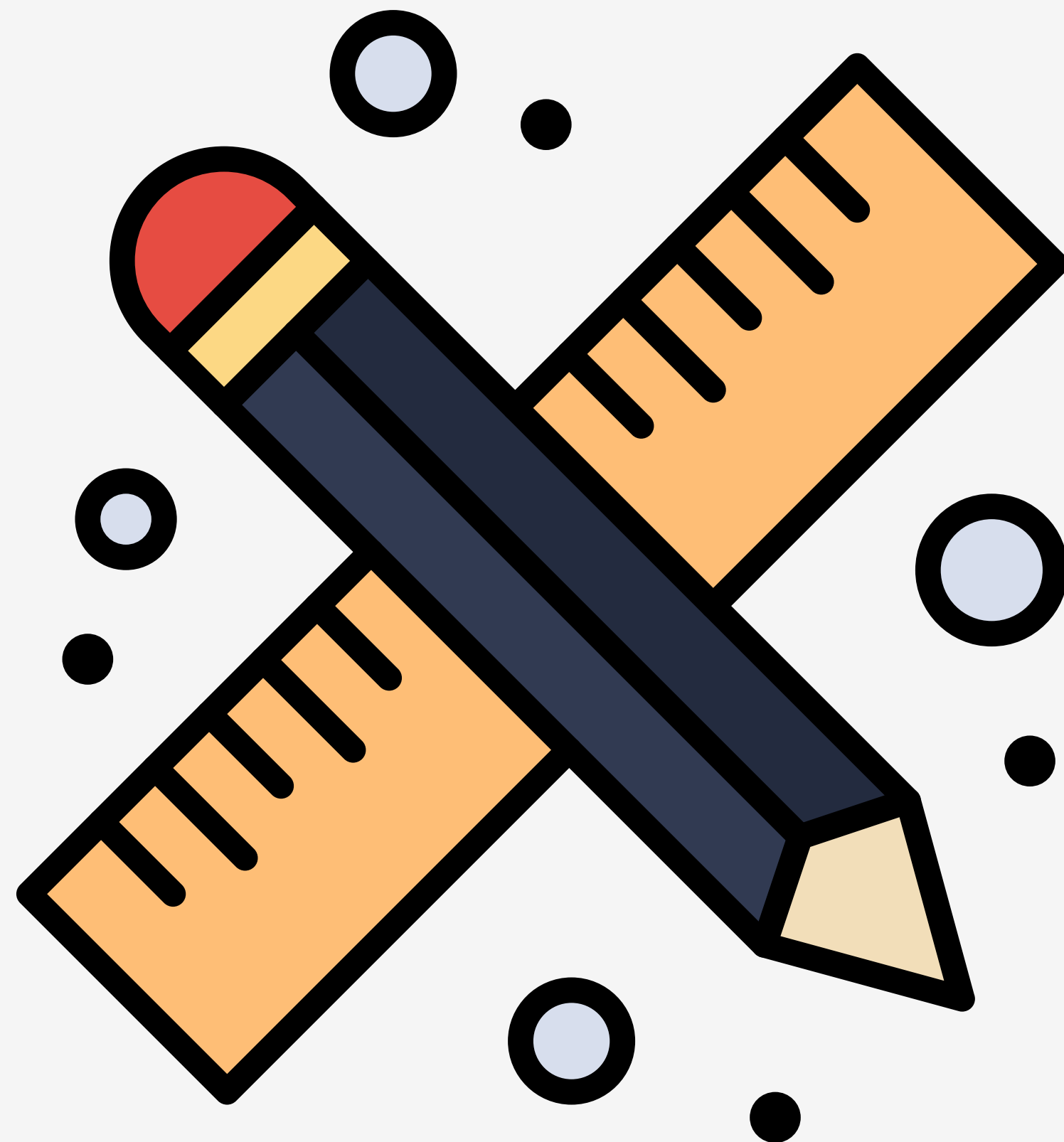
HANDS-ON CHALLENGES

BLACKSMITH



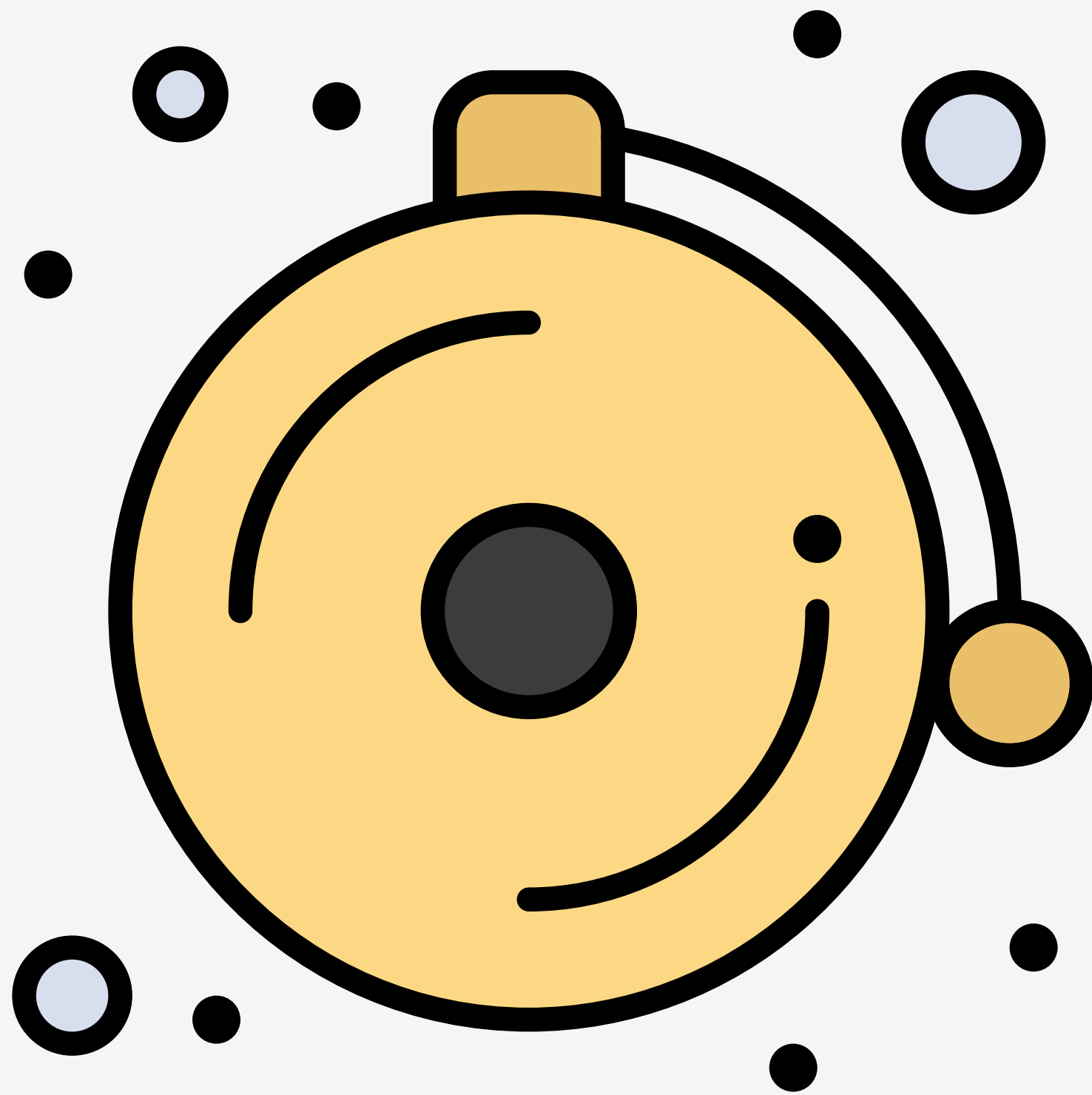
1. Blacksmith is a text-based, console game, where the player plays a blacksmith
2. The player can **buy** wood and ore to **make** swords and axes. **Sell** swords and axes for gold.
3. Game commands: **buy()**, **make()**, **sell()**, **fire()** and **inventory()**

FUNCTIONAL FISHING



- *GITHUB CLASSROOM ASSIGNMENT*
- A text-based fishing game
- The player can: fish, start / stop fire, search for bait, search for wood, eat, and check inventory
- Create: fish(), fire(), bait(), wood(), eat(), and inventory()
- *TEST YOUR CODE*
- Submit the URL to your repository
- *DUE:* Thu. Oct. 17 @ 11:59 PM

NEXT TIME...



- JavaScript Debugging
- Branching and Merging with Git
- **Participation:** Countdown