BACK   *Reach Next Level*   ⌄

DESCRIPTION   SOLUTIONS 22992   COMMENTS 22   ❯   CODEWRITING   SCORE: 300/300

You are playing an RPG game. Currently your experience points (XP) total is equal to `experience` . To reach the next level your XP should be at least at `threshold` . If you kill the monster in front of you, you will gain more experience points in the amount of the `reward` .

Given values `experience` , `threshold` and `reward` , check if you reach the next level after killing the monster.

Example

- For `experience = 10` , `threshold = 15` and `reward = 5` , the output should be
  `reachNextLevel(experience, threshold, reward) = true` ;
- For `experience = 10` , `threshold = 15` and `reward = 4` , the output should be
  `reachNextLevel(experience, threshold, reward) = false` .

Input/Output

- **[execution time limit] 4 seconds (js)**

- **[input] integer experience**

  Guaranteed constraints:
  `3 ≤ experience ≤ 250` .

- **[input] integer threshold**

  Guaranteed constraints:
  `5 ≤ threshold ≤ 300` .

- **[input] integer reward**

  Guaranteed constraints:
  `2 ≤ reward ≤ 65` .

- **[output] boolean**

  `true` if you reach the next level, `false` otherwise.

[JavaScript (ES6)] Syntax Tips

```
// Prints help message to the console
// Returns a string
```

👍   👎   🚩