Textual RPG (Role-Playing Game)

String methods

The string methods we will use for those exercises: `join()`, `parseInt()`, `map()`, `replace()`, `split()`, `lastIndexOf()`, `trim()`, `toUpperCase()`, `includes()`, `toLowerCase()`

1. **Character Name Capitalization**: Write a function, `toTitleCase(name)`, that takes a character's name string in all lowercase and returns it in title case.

   - Input: `"iron warrior"`
   - Output: `"Iron Warrior"`

2. **Item Search**: Write a function, `searchInventory(inventory, query)`, that takes in an array of inventory item names and a string search query. The function should return a new array with only the items that contain the query string.

   - Input: `["Iron Sword", "Healing Potion", "Steel Shield"], "Iron"`
   - Output: `["Iron Sword"]`

3. **NPC Name Format**: Write a function, `formatNPCName(name)`, which takes an NPC's name in the format "last, first" and swaps it to "first last".

   - Input: `"Goblin, Grunty"`
   - Output: `"Grunty Goblin"`

4. **Quest Duration**: Write a function, `parseDuration(duration)`, that takes a string like "2h 30min" and returns an object with the number of hours and minutes as integers.

   - Input: `"3h 45min"`
   - Output: `{ hours: 3, minutes: 45 }`

5. **Game Title Acronym**: Write a function, `getGameAcronym(title)`, that takes a game title and returns its acronym.

   - Input: `"Epic Fantasy Battle"`
   - Output: `"EFB"`

6. **Concatenate Character Details**: Write a function, `getCharacterDetails(character)`, that takes an object with character details like name, class, and level and returns a single string that combines all this information.

   - Input: `{ name: "Iron Warrior", class: "Warrior", level: 10 }`
   - Output: `"Iron Warrior, class: Warrior, level: 10"`

7. **Location Slug**: Write a function, `createSlug(location)`, that takes a location name and returns a URL-friendly slug.

   - Input: `"Dark Forest"`
   - Output: `"dark-forest"`

8. **Quest Description Trimming**: Write a function, `trimDescription(description, maxLength)`, that trims the quest's description to a specified length without cutting off words.

   - Input:
     `"Retrieve the sacred artifact from the dragon's lair. But beware, the dragon is cunning and powerful."`
     , 50
   - Output: `"Retrieve the sacred artifact from the dragon's lair..."`

9. **Monster List**: Write a function, `splitMonsters(monsters)`, that takes a string of monster names separated by commas and converts it into an array of individual monster names.

   - Input: `"Goblin, Orc, Dragon"`
   - Output: `["Goblin", "Orc", "Dragon"]`

10. **Secret Code Decoder**: Write a function, `decodeSecret(secret)`, that takes an encoded secret and returns the decoded version. Encode a secret by replacing all vowels with numbers (e.g., "1" for "a", "2" for "e", etc.).

    - Input: `"Th3 s3cr3t la1r 1s und3r th3 br1dg3"` (The secret lair is under the bridge!)
    - Output: `"The secret lair is under the bridge!"`