

Pre-course: JavaScript

JavaScript – Assignment2 – Game Of War

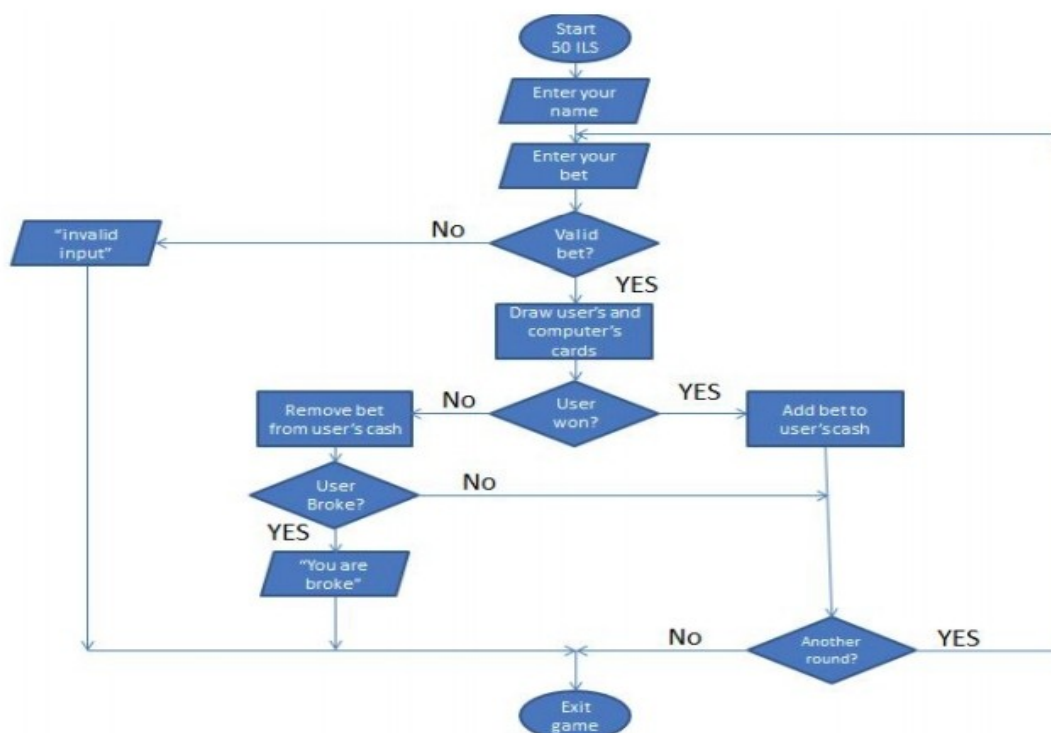
The game of war is a basic card game.
 The rules are simple: each player draws a card. The player with the higher card gets a point.
 The game is set for a number of rounds.
 At the end, the player with the higher amount of points wins.

The following exercise contains the following subjects:

- ◆ JavaScript
- ◆ Variables
- ◆ Basic statements
- ◆ Loops

understanding the task #1

In this workshop we will implement the game of war. Here is its flow chart:



understanding the task #2

First, your program should print a nice logo of the game, followed by a request for the player's name

```
////////------ Welcome To WAR -----\\
please enter your name:Gilad|
```

This is the Java version, in the JS version we will use as before, the readline-sync library.

After you have the player's name, you should print a nice welcoming message containing the player's name and the starting amount (in our case 50 ILS)

understanding the task #3

Now ask for his bet:

```
////////------ Welcome To WAR -----\\
please enter your name:Gilad
Hello Gilad You currently have 50 dollars
Place your bet for the next round: 1 to 50
|
```

understanding the task #4

You need to verify that the player entered a valid bet (you may assume it is an integer). If the player entered a negative bet or an amount he does not have you should print the relevant message and end the game loop.

```

/////////----- Welcome To WAR -----\\\\\\\\\\\\\\
please enter your name:Pinocchio
Hello Pinocchio You currently have 50 dollars
Place your bet for the next round: 1 to 50
1000000
I said between 1 to 50 And you typed 1000000!!
I don't play with liars!!! Bye

```



understanding the task #5

If the player entered a valid bet, you should randomize his card and the computer's card using `js Math.random()`; A valid card is a card between 1 -12 inclusive. Calculate who won (in a case of draw the computer wins), and add/subtract the correct amount from his cash. If after this bet the player lost all of his money, you should print the relevant message and exit the game loop.

```

/////////----- Welcome To WAR -----\\\\\\\\\\\\\\
please enter your name:Costanza
Hello Costanza You currently have 50 dollars
Place your bet for the next round: 1 to 50
50
Your card is 7 And my card is 10
You lost 50 And now you have 0
You are broke... Bye Bye

```



understanding the task #6

If the player won or did not lost all of his money, offer him another round by showing him a menu with two options. If the player chose to continue, return to step 3. If he chooses to exit, show him how much money he got left and exit the program.

```
////////------ Welcome To WAR -----\\////////
please enter your name: Lucky Luke
Hello Lucky Luke You currently have 50 dollars
Place your bet for the next round: 1 to 50
20
Your card is 12 And my card is 6
You Won 20!! And now you have 70
What would you like to do?
1. Play another round
2. leave with my money :-)
```



Geek out

Solve the case of a draw. Either by preventing it or adding that functionality to the game (play another round)

Unleash the ninja within

1. Add the option to play with 2 players (not against the computer this time).
2. Print the cards with their suits. (Randomize the suit type), Like 5 ♦