

AI Prompts I used:

- Does my code for the [p5-server.js](#) file meet all the requirements for the project?
- Can you help debug my code? There's an error when I try running the server.
- How can I reset or clear the monster list shown in the browser before showing new results?
- How do I show updated monster health on the page after a round?
- How do I display JSON response data from my server on the webpage?
- How do I send a POST request from HTML/JS to my Express server?
- How do I make a button send a GET request to my Express server?

Description: Monster Battle is a web-based game where players manage a team of monsters, each with its own health and survival threshold. When a round is played, every monster takes a random amount of damage, and their updated health status is displayed. If a monster's health drops below its minimum threshold, it is considered "dead." Players can also add new monsters by submitting a form with custom health values. The game uses a Node.js backend with Express to handle game logic and data, while the frontend allows users to interact with the game through buttons and live updates.

Monster Game

Play Round

Ghost

200

0

Add Monster

Ghoul - 0 HP (Dead)

Troll - 0 HP (Dead)

Vampire - 0 HP (Dead)

Ghost - 0 HP (Dead)

Monster Game

Play Round

Ghost

200

0

Add Monster

Ghoul - 75 HP (Alive)

Troll - 106 HP (Alive)

Vampire - 74 HP (Alive)

Ghost - 200 HP (Alive)

Click to go back, hold to see history

Monster Game

Play Round

Name

Health

Min Health

Add Monster

Ghoul - 94 HP (Alive)

Troll - 119 HP (Alive)

Vampire - 90 HP (Alive)