

# HTML

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <link href="https://fonts.googleapis.com/css?family=Lato:100,300,600" rel="stylesheet"
type="text/css">
    <link href="http://code.ionicframework.com/ionicons/2.0.1/css/ionicons.min.css"
rel="stylesheet" type="text/css">
    <link type="text/css" rel="stylesheet" href="style.css">

    <title>Pig Game</title>
  </head>

  <body>
    <div class="wrapper clearfix">
      <div class="player-0-panel active">
        <div class="player-name" id="name-0">Player 1</div>
        <div class="player-score" id="score-0">43</div>
        <div class="player-current-box">
          <div class="player-current-label">Current</div>
          <div class="player-current-score" id="current-0">11</div>
        </div>
      </div>

      <div class="player-1-panel">
        <div class="player-name" id="name-1">Player 2</div>
        <div class="player-score" id="score-1">72</div>
        <div class="player-current-box">
          <div class="player-current-label">Current</div>
          <div class="player-current-score" id="current-1">0</div>
        </div>
      </div>

      <button class="btn-new"><i class="ion-ios-plus-outline"></i>New game</button>
      <button class="btn-roll"><i class="ion-ios-loop"></i>Roll dice</button>
      <button class="btn-hold"><i class="ion-ios-download-outline"></i>Hold</button>

      <input type="text" placeholder="Final score" class="final-score">

      
      
    </div>
```

```
        <!--<script src="app.js"></script>-->
        <script src="challenges.js"></script>
    </body>
</html>
```

## CSS

```
/******
```

### \*\*\* GENERAL

```
*****/
```

```
.final-score {
    position: absolute;
    left: 50%;
    transform: translateX(-50%);
    top: 520px;
    color: #555;
    font-size: 18px;
    font-family: 'Lato';
    text-align: center;
    padding: 10px;
    width: 160px;
    text-transform: uppercase;
}
```

```
.final-score:focus { outline: none; }
```

```
#dice-1 { top: 120px; }
```

```
#dice-2 { top: 250px; }
```

```
* {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
}
```

```
.clearfix::after {
    content: "";
    display: table;
```

```

    clear: both;
}

body {
    background-image: linear-gradient(rgba(62, 20, 20, 0.4), rgba(62, 20, 20, 0.4)), url(back.jpg);
    background-size: cover;
    background-position: center;
    font-family: Lato;
    font-weight: 300;
    position: relative;
    height: 100vh;
    color: #555;
}

.wrapper {
    width: 1000px;
    position: absolute;
    top: 50%;
    left: 50%;
    transform: translate(-50%, -50%);
    background-color: #fff;
    box-shadow: 0px 10px 50px rgba(0, 0, 0, 0.3);
    overflow: hidden;
}

.player-0-panel,
.player-1-panel {
    width: 50%;
    float: left;
    height: 600px;
    padding: 100px;
}

```

/\*\*\*\*\*\*

### \*\*\* PLAYERS

\*\*\*\*\*/

```

.player-name {
    font-size: 40px;
    text-align: center;
    text-transform: uppercase;
    letter-spacing: 2px;
}

```

```
font-weight: 100;
margin-top: 20px;
margin-bottom: 10px;
position: relative;
}

.player-score {
  text-align: center;
  font-size: 80px;
  font-weight: 100;
  color: #EB4D4D;
  margin-bottom: 130px;
}

.active { background-color: #f7f7f7; }
.active .player-name { font-weight: 300; }

.active .player-name::after {
  content: "\2022";
  font-size: 47px;
  position: absolute;
  color: #EB4D4D;
  top: -7px;
  right: 10px;
}

.player-current-box {
  background-color: #EB4D4D;
  color: #fff;
  width: 40%;
  margin: 0 auto;
  padding: 12px;
  text-align: center;
}

.player-current-label {
  text-transform: uppercase;
  margin-bottom: 10px;
  font-size: 12px;
  color: #222;
}

.player-current-score {
```

```
    font-size: 30px;
}
```

```
button {
    position: absolute;
    width: 200px;
    left: 50%;
    transform: translateX(-50%);
    color: #555;
    background: none;
    border: none;
    font-family: Lato;
    font-size: 20px;
    text-transform: uppercase;
    cursor: pointer;
    font-weight: 300;
    transition: background-color 0.3s, color 0.3s;
}
```

```
button:hover { font-weight: 600; }
button:hover i { margin-right: 20px; }
```

```
button:focus {
    outline: none;
}
```

```
i {
    color: #EB4D4D;
    display: inline-block;
    margin-right: 15px;
    font-size: 32px;
    line-height: 1;
    vertical-align: text-top;
    margin-top: -4px;
    transition: margin 0.3s;
}
```

```
.btn-new { top: 45px;}
.btn-roll { top: 403px;}
.btn-hold { top: 467px;}
```

```
.dice {
    position: absolute;
    left: 50%;
```

```

top: 178px;
transform: translateX(-50%);
height: 100px;
box-shadow: 0px 10px 60px rgba(0, 0, 0, 0.10);
}

.winner { background-color: #f7f7f7; }
.winner .player-name { font-weight: 300; color: #EB4D4D; }

```

## JS

### GAME RULES:

**/\***

- The game has 2 players, playing in rounds
- In each turn, a player rolls a dice as many times as he wishes. Each result get added to his **ROUND** score
- BUT, if the player rolls a 1, all his **ROUND** score gets lost. After that, it's the next player's turn
- The player can choose to 'Hold', which means that his **ROUND** score gets added to his **GLOBAL** score. After that, it's the next player's turn
- The first player to reach 100 points on **GLOBAL** score wins the game

**\*/**

```
var scores, roundScore, activePlayer, gamePlaying;
```

```
init();
```

```
document.querySelector('.btn-roll').addEventListener('click', function() {
  if(gamePlaying) {
```

#### **// 1. Random number**

```
var dice = Math.floor(Math.random() * 6) + 1;
```

#### **//2. Display the result**

```
var diceDOM = document.querySelector('.dice');
diceDOM.style.display = 'block';
diceDOM.src = 'dice-' + dice + '.png';
```

#### **//3. Update the round score IF the rolled number was NOT a 1**

```

    if (dice !== 1) {
        //Add score
        roundScore += dice;
        document.querySelector('#current-' + activePlayer).textContent = roundScore;
    } else {
        //Next player
        nextPlayer();
    }
}
});

```

```

document.querySelector('.btn-hold').addEventListener('click', function() {
    if (gamePlaying) {
        // Add CURRENT score to GLOBAL score
        scores[activePlayer] += roundScore;

        // Update the UI
        document.querySelector('#score-' + activePlayer).textContent =
scores[activePlayer];

        // Check if player won the game
        if (scores[activePlayer] >= 100) {
            document.querySelector('#name-' + activePlayer).textContent = 'Winner!';
            document.querySelector('.dice').style.display = 'none';
            document.querySelector('.player-' + activePlayer +
'-panel').classList.add('winner');
            document.querySelector('.player-' + activePlayer +
'-panel').classList.remove('active');
            gamePlaying = false;
        } else {
            //Next player
            nextPlayer();
        }
    }
});

```

```
function nextPlayer() {
```

```
    //Next player
```

```
    activePlayer === 0 ? activePlayer = 1 : activePlayer = 0;  
    roundScore = 0;
```

```
    document.getElementById('current-0').textContent = '0';  
    document.getElementById('current-1').textContent = '0';
```

```
    document.querySelector('.player-0-panel').classList.toggle('active');  
    document.querySelector('.player-1-panel').classList.toggle('active');
```

```
    //document.querySelector('.player-0-panel').classList.remove('active');  
    //document.querySelector('.player-1-panel').classList.add('active');
```

```
    document.querySelector('.dice').style.display = 'none';  
}
```

```
document.querySelector('.btn-new').addEventListener('click', init);
```

```
function init() {
```

```
    scores = [0, 0];  
    activePlayer = 0;  
    roundScore = 0;  
    gamePlaying = true;
```

```
    document.querySelector('.dice').style.display = 'none';
```

```
    document.getElementById('score-0').textContent = '0';  
    document.getElementById('score-1').textContent = '0';  
    document.getElementById('current-0').textContent = '0';  
    document.getElementById('current-1').textContent = '0';  
    document.getElementById('name-0').textContent = 'Player 1';  
    document.getElementById('name-1').textContent = 'Player 2';  
    document.querySelector('.player-0-panel').classList.remove('winner');  
    document.querySelector('.player-1-panel').classList.remove('winner');  
    document.querySelector('.player-0-panel').classList.remove('active');  
    document.querySelector('.player-1-panel').classList.remove('active');  
    document.querySelector('.player-0-panel').classList.add('active');}
```



```
//document.querySelector('#current-' + activePlayer).textContent = dice;  
//document.querySelector('#current-' + activePlayer).innerHTML = '<em>' + dice + '</em>';  
//var x = document.querySelector('#score-0').textContent;
```

## YOUR 3 CHALLENGES:

Change the game to follow these rules:

/\*

1. A player loses his ENTIRE score when he rolls two 6 in a row. After that, it's the next player's turn. (Hint: Always save the previous dice roll in a separate variable)

2. Add an input field to the HTML where players can set the winning score, so that they can change the predefined score of 100. (Hint: you can read that value with the .value property in JavaScript. This is a good opportunity to use google to figure this out :)

3. Add another dice to the game, so that there are two dices now. The player loses his current score when one of them is a 1. (Hint: you will need CSS to position the second dice, so take a look at the CSS code for the first one.)

\*/

```
var scores, roundScore, activePlayer, gamePlaying;
```

```
init();
```

```
var lastDice;
```

```
document.querySelector('.btn-roll').addEventListener('click', function() {  
  if(gamePlaying) {  
    // 1. Random number  
    var dice1 = Math.floor(Math.random() * 6) + 1;  
    var dice2 = Math.floor(Math.random() * 6) + 1;  
  
    //2. Display the result  
    document.getElementById('dice-1').style.display = 'block';  
    document.getElementById('dice-2').style.display = 'block';  
    document.getElementById('dice-1').src = 'dice-' + dice1 + '.png';  
    document.getElementById('dice-2').src = 'dice-' + dice2 + '.png';
```

//3. Update the round score IF the rolled number was NOT a 1

```
if (dice1 !== 1 && dice2 !== 1) {
    //Add score
    roundScore += dice1 + dice2;
    document.querySelector('#current-' + activePlayer).textContent = roundScore;
} else {
    //Next player
    nextPlayer();
}

/*
if (dice === 6 && lastDice === 6) {
    //Player loses score
    scores[activePlayer] = 0;
    document.querySelector('#score-' + activePlayer).textContent = '0';
    nextPlayer();
} else if (dice !== 1) {
    //Add score
    roundScore += dice;
    document.querySelector('#current-' + activePlayer).textContent = roundScore;
} else {
    //Next player
    nextPlayer();
}
lastDice = dice;
*/
}
});

document.querySelector('.btn-hold').addEventListener('click', function() {
    if (gamePlaying) {
        // Add CURRENT score to GLOBAL score
        scores[activePlayer] += roundScore;

        // Update the UI
        document.querySelector('#score-' + activePlayer).textContent = scores[activePlayer];

        var input = document.querySelector('.final-score').value;
        var winningScore;

        // Undefined, 0, null or "" are COERCED to false
```

```

// Anything else is COERCED to true
if(input) {
    winningScore = input;
} else {
    winningScore = 100;
}

// Check if player won the game
if (scores[activePlayer] >= winningScore) {
    document.querySelector('#name-' + activePlayer).textContent = 'Winner!';
    document.getElementById('dice-1').style.display = 'none';
    document.getElementById('dice-2').style.display = 'none';
    document.querySelector('.player-' + activePlayer + '-panel').classList.add('winner');
    document.querySelector('.player-' + activePlayer + '-panel').classList.remove('active');
    gamePlaying = false;
} else {
    //Next player
    nextPlayer();
}
}
});

```

```

function nextPlayer() {
    //Next player
    activePlayer === 0 ? activePlayer = 1 : activePlayer = 0;
    roundScore = 0;

    document.getElementById('current-0').textContent = '0';
    document.getElementById('current-1').textContent = '0';

    document.querySelector('.player-0-panel').classList.toggle('active');
    document.querySelector('.player-1-panel').classList.toggle('active');

    //document.querySelector('.player-0-panel').classList.remove('active');
    //document.querySelector('.player-1-panel').classList.add('active');

    document.getElementById('dice-1').style.display = 'none';
    document.getElementById('dice-2').style.display = 'none';
}

```

```

document.querySelector('.btn-new').addEventListener('click', init);

```

```

function init() {

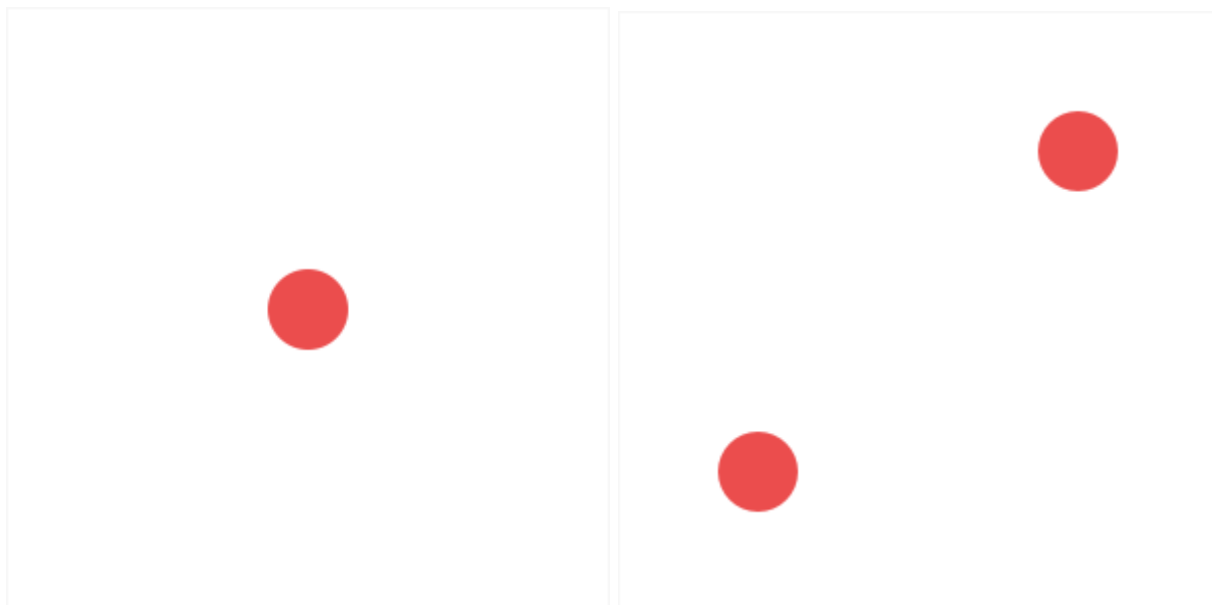
```

```
scores = [0, 0];  
activePlayer = 0;  
roundScore = 0;  
gamePlaying = true;
```

```
document.getElementById('dice-1').style.display = 'none';  
document.getElementById('dice-2').style.display = 'none';
```

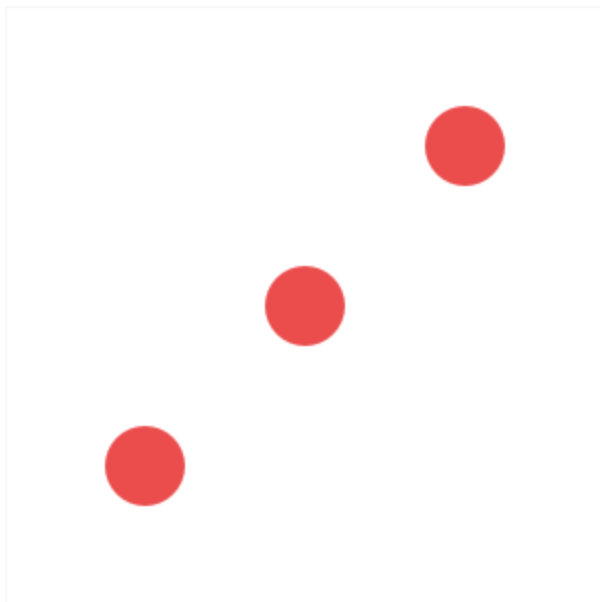
```
document.getElementById('score-0').textContent = '0';  
document.getElementById('score-1').textContent = '0';  
document.getElementById('current-0').textContent = '0';  
document.getElementById('current-1').textContent = '0';  
document.getElementById('name-0').textContent = 'Player 1';  
document.getElementById('name-1').textContent = 'Player 2';  
document.querySelector('.player-0-panel').classList.remove('winner');  
document.querySelector('.player-1-panel').classList.remove('winner');  
document.querySelector('.player-0-panel').classList.remove('active');  
document.querySelector('.player-1-panel').classList.remove('active');  
document.querySelector('.player-0-panel').classList.add('active');
```

```
}
```

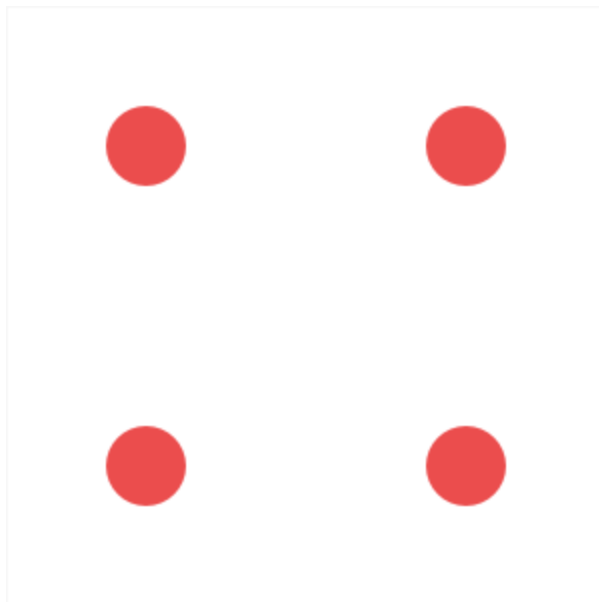


**Dice1**

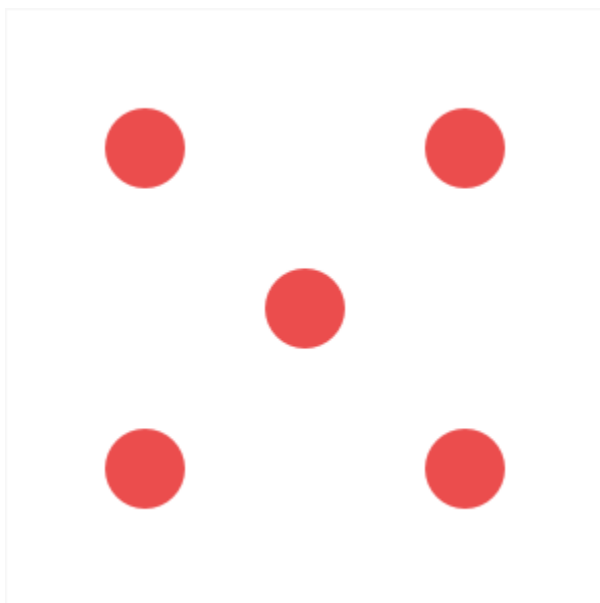
**Dice 2**



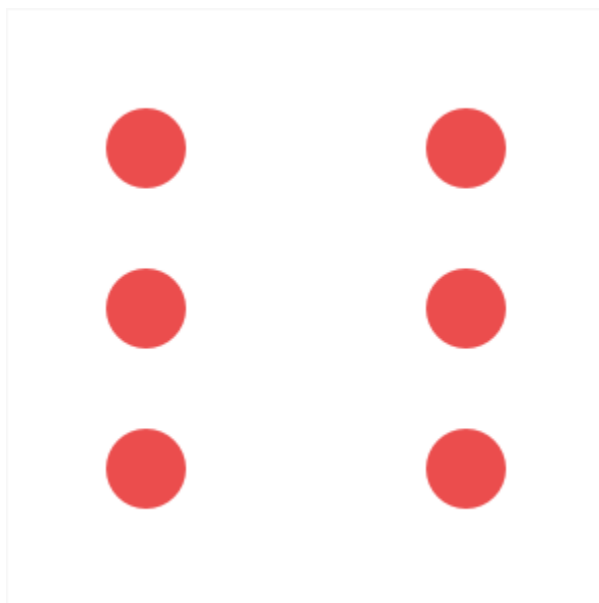
**Dice 3**



**Dice 4**



**Dice 5**



**Dice 6**



**Back**