

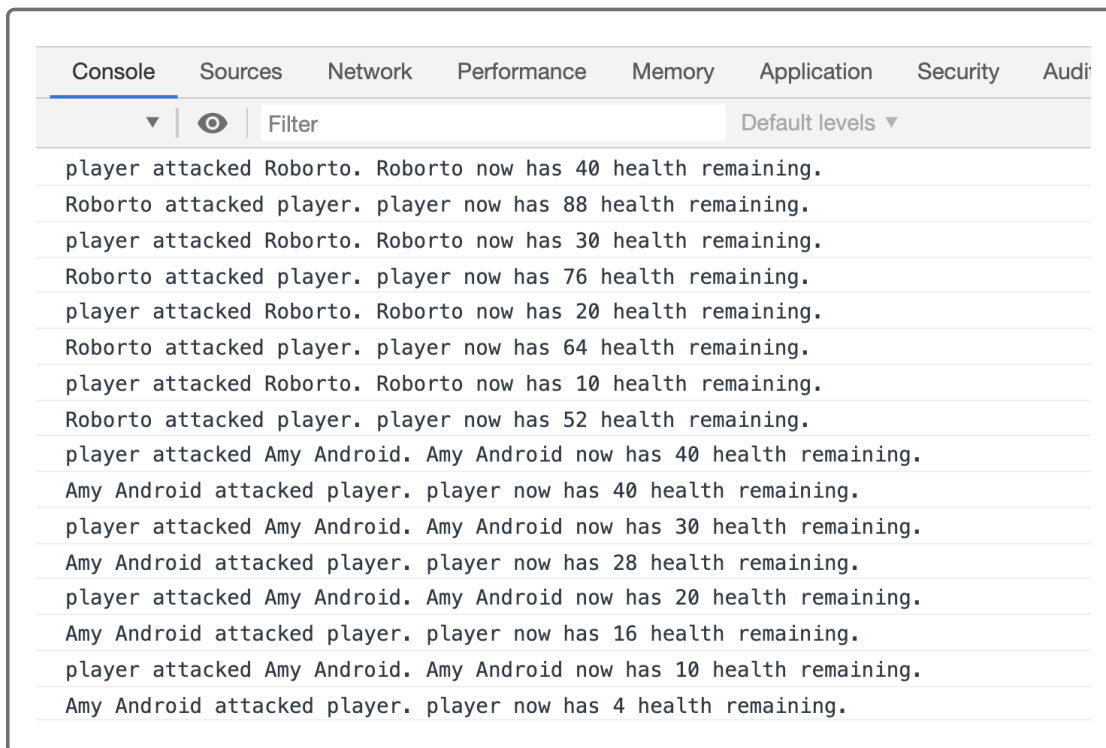
3.2.2 Preview

In this lesson, we'll build on our knowledge of the `window` object's interactive methods, global and local variables, conditional statements, and the `fight()` function that we created in the last lesson. We'll also introduce native JavaScript functions and a data structure called an array.

Let's map out our build process for this lesson:

1. Pseudocode the game logic.
2. Add combatants to the battle using arrays.
3. Fight enemy robot combatants using `for` loops.
4. Fight each combatant using function arguments.
5. Battle the combatants until defeated using a `while` loop.
6. Improve the user's game experience.

Here's an example of what we can expect to see by the end of this lesson:



This image above demonstrates multiple rounds of fighting between the player and multiple enemy robots in the browser's console window.

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