var pingPong = function(inputNumber) {

var numbers = inputNumber;

var playOutcome = numbers.map(function(inputNumber) {

for(index = 0; index < inputNumber; index++){

if(index % 3 === 0 && index % 15 !== 0){

playOutcome.push("Ping");

} else if (index % 5 === 0 && index % 15 !== 0) {

playOutcome.push("Pong");

} else if (index % 15 === 0) {

playOutcome.push("Ping-Pong");

} else {

playOutcome.push(inputNumber);

}

}

return inputNumber;

})

}