• Complete JS code of game_login.js

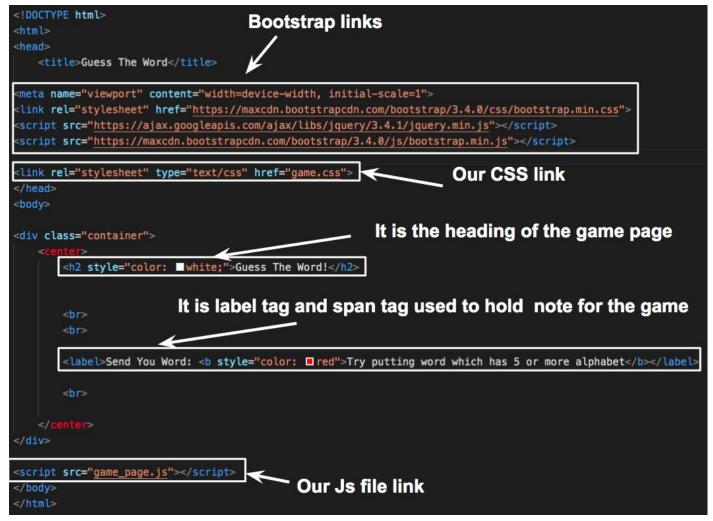
```
function addUser() {
   player1_name = document.getElementById("player1_name_input").value;
   player2_name = document.getElementById("player2_name_input").value;

   localStorage.setItem("player1_name", player1_name);
   localStorage.setItem("player2_name", player2_name);

   window.location = "game_page.html";
}
```

Output -

HTML CODE GIVEN FOR game_page.html



The above code has
Bootstrap links
Our stylesheet link
Our javascript link
And some HTML tag which you know already

• Completed HTML code for game_page.html

```
<!DOCTYPE html>
<head>
    <title>Guess The Word</title>
<meta name="viewport" content="width=device-width, initial-scale=1">
<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.0/css/bootstrap.min.css">
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.4.1/jquery.min.js"></script>
<script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.0/js/bootstrap.min.js"></script>
<link rel="stylesheet" type="text/css" href="game.css">
</head>
<body>
<h4 id="player1_name"></h4> <span id="player1_score"></span>
<h4 id="player2_name"></h4> <span id="player2_score"></span>
<div class="container">
       <h2 style="color: \Bullet white;">Guess The Word!</h2>
       <h3 id="player_question"></h3>
       <h3 id="player_answer"></h3>
       <div id="output" class="col-lg-6"> </div>
       <label>Send You Word: <b style="color: ■red">Try putting word which has 5 or more alphabet
       /b>
       <input type="text" id="word" class="form-control" placeholder="Word">
       <button onclick="send()" class="btn btn-success" style="width: 30%;">Send</button>
<script src="game_page.js"></script>
</body>
```

Output -

The following output will be achieved after the JS is implemented.

