$(document).ready(function(){

// Generates random number to guess

var Random = Math.floor(Math.random()\*102+19)

// Display random number

$("#scoreToMatch").text(Random);

//Generate random number for each crystal

var num1 = Math.floor(Math.random() \* 12 + 1)

var num2 = Math.floor(Math.random() \* 12 + 1)

var num3 = Math.floor(Math.random() \* 12 + 1)

var num4 = Math.floor(Math.random() \* 12 + 1)

// Variables to keep track of wins, losses and total

var playerTotal = 0;

var wins = 0;

var losses = 0;

$("#wins").text(wins);

$("#losses").text(losses);

// Reset game

function reset(){

Random=Math.floor(Math.random()\*102+19);

console.log(Random)

$("#scoreToMatch").text(Random);

num1= Math.floor(Math.random() \* 12 + 1);

num2= Math.floor(Math.random() \* 12 + 1);

num3= Math.floor(Math.random() \* 12 + 1);

num4= Math.floor(Math.random() \* 12 + 1);

playerTotal= 0;

$("#totalScore").text(playerTotal);

}

// Display wins

function matched(){

alert("Congrats! You won!");

wins++;

$("#wins").text(wins);

reset();

}

// Display losses

function exceeded(){

alert ("Sorry! You lost!");

losses++;

$("#losses").text(losses);

reset()

}

// Clicking crystals

$(".red").on ("click", function(){

playerTotal = playerTotal + num1;

console.log("New playerTotal = " + playerTotal);

$("#totalScore").text(playerTotal);

//Win & lose conditions

if (playerTotal == Random){

matched();

}

else (playerTotal > Random){

exceeded();

}

})

$(".blue").on ("click", function(){

playerTotal = playerTotal + num2;

console.log("New playerTotal = " + playerTotal);

$("#totalScore").text(playerTotal);

if (playerTotal == Random){

matched();

}

else (playerTotal > Random){

exceeded();

}

})

$(".yellow").on ("click", function(){

playerTotal = playerTotal + num3;

console.log("New playerTotal = " + playerTotal);

$("#totalScore").text(playerTotal);

if (playerTotal == Random){

matched();

}

else (playerTotal > Random){

exceeded();

}

})

$(".green").on ("click", function(){

playerTotal = playerTotal + num4;

console.log("New playerTotal = " + playerTotal);

$("#totalScore").text(playerTotal);

if (playerTotal == Random){

matched();

}

else (playerTotal > Random){

exceeded();

}

});

});