

SCRIPT.JS

Ex:1

PROBLEM — — Alien attack after they are destroyed

=====My Ship=====

```
{
  name: 'uss Defender',
  hull: 20,
  firePower: 5,
  accuracy: 0.7,
  isAlive: true,
  getStats: [Function: getStats],
  attacks: [Function: attacks]
}
```

=====Alien Ship=====

```
AlienShip {
  name: 'Celestials',
  hull: 6,
  firePower: 4,
  accuracy: 0.676145796347092
}
```

=====Attack test=====

Your accuracy threshold is: 0.16821097358784942

SUCCESSFUL HIT! Your ship, the uss Defender hit the hull of the Celestials alien ship!

Your firepower impact was 5 points. Celestials started with 6 hull points

Celestials ship has 1 hull points left

Prepare for counter attack! Celestials have a firepower of 4

=====ALIEN COUNTER ATTACK =====

Alien's accuracy threshold is: 0.10841844834634329

IMPACT! Celestials alien ship just hit the uss Defender! There is damage to your hull!

uss Defender ship has 20 hull points

Celestials getting ready to return fire. Brace uss Defender for impact

You have 16 remaining hull points

Time to end this once and for all!

Your accuracy threshold is: 0.2265864661005288

SUCCESSFUL HIT! Your ship, the uss Defender hit the hull of the Celestials alien ship!

Your firepower impact was 5 points. Celestials started with 1 hull points

Celestials ship has -4 hull points left

Celestials target ship destroyed! YOU SAVED THE PLANET!

Alien's accuracy threshold is: 0.8829409795737799

CLOSE ONE! Celestials alien ship just missed the uss Defender !

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SCRIPT.JS

EX: 2:

Need to incorporate counter attack when a shot is missed

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=====My Ship=====

```
{
  name: 'uss Defender',
  hull: 20,
  firePower: 5,
  accuracy: 0.7,
  isAlive: true,
  getStats: [Function: getStats],
  attacks: [Function: attacks]
}
```

=====Alien Ship=====

```
AlienShip {
  name: 'Celestials',
  hull: 3,
  firePower: 4,
  accuracy: 0.603652589546761
}
```

=====Attack test=====

Your accuracy threshold is: 0.9095570957858123

OH NO! You overshot! Your ship, the uss Defender missed the Celestials alien ship! PREPARE FOR COUNTER ATTACK!

CLEANSRIPT.JS

CONSOLE OUTPUT: they are still attacking me after they're dead

=====YOU INITIATE ATTACK: =====

You missed the target
uss Defender battled Celestials
Celestials is still alive with 6 hull points

=====ALIEN ATTACK: =====

IMPACT SUSTAINED! Alien ship, the Celestials hit the hull of the uss Defender !
Alien firepower impact was 3 points. uss Defender started with 20 hull points
uss Defender ship has 17 hull points left
uss Defender remains with 17 hull points

=====MY SHIP'S SECOND ATTACK:

=====

SUCCESSFUL HIT! Your ship, the uss Defender hit the hull of the Celestials alien ship!
Your firepower impact was 5 points. Celestials started with 6 hull points
Celestials ship has 1 hull points left
Celestials remains with 1 hull points

=====ALIEN'S SECOND ATTACK:

=====

IMPACT SUSTAINED! Alien ship, the Celestials hit the hull of the uss Defender !
Alien firepower impact was 3 points. uss Defender started with 17 hull points
uss Defender ship has 14 hull points left
uss Defender has 14 hull points remaining
Time to end this Celestials!

=====MY SHIP'S THIRD ATTACK:

=====

SUCCESSFUL HIT! Your ship, the uss Defender hit the hull of the Celestials alien ship!
Your firepower impact was 5 points. Celestials started with 1 hull points
Celestials ship has -4 hull points left
Target destroyed!
Celestials has -4 hull points remaining
For the love of God they better be dead!

=====ALIEN'S THIRD ATTACK: =====

Celestials aimed at you and missed!
uss Defender has 14 hull points remaining
This is Satan's spawn!

=====MY SHIP'S FOURTH ATTACK:

=====

=====ALIEN'S FOURTH ATTACK: =====

IMPACT SUSTAINED! Alien ship, the Celestials hit the hull of the uss Defender !
Alien firepower impact was 3 points. uss Defender started with 14 hull points
uss Defender ship has 11 hull points left
uss Defender has 11 hull points remaining
Time to end this Celestials!

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CLEANSRIPT.JS

CONSOLE OUTPUTS: alien ship is attacking after they have been defeated

=====YOU INITIATE ATTACK: =====

SUCCESSFUL HIT! Your ship, the uss Defender hit the hull of the Celestials alien ship!

Your firepower impact was 5 points. Celestials started with 6 hull points

Celestials ship has 1 hull points left

uss Defender battled Celestials

Celestials is still alive with 1 hull points

=====ALIEN ATTACK: =====

IMPACT SUSTAINED! Alien ship, the Celestials hit the hull of the uss Defender !

Alien firepower impact was 4 points. uss Defender started with 20 hull points

uss Defender ship has 16 hull points left

uss Defender remains with 16 hull points

=====MY SHIP'S SECOND ATTACK:

=====

SUCCESSFUL HIT! Your ship, the uss Defender hit the hull of the Celestials alien ship!

Your firepower impact was 5 points. Celestials started with 1 hull points

Celestials ship has -4 hull points left

Target destroyed!

Celestials remains with -4 hull points

=====ALIEN'S SECOND ATTACK:

=====

IMPACT SUSTAINED! Alien ship, the Celestials hit the hull of the uss Defender !

Alien firepower impact was 4 points. uss Defender started with 16 hull points

uss Defender ship has 12 hull points left

uss Defender has 12 hull points remaining

Time to end this Celestials!

=====MY SHIP'S THIRD ATTACK:

=====

ATTEMPT.JS:

corcoding@Coding-23 W5D3 % node attempt.js

=====My Ship=====

```
{
  name: 'uss Defender',
  hull: 20,
  firePower: 5,
  accuracy: 0.7,
  isAlive: true,
  getStats: [Function: getStats],
  attacks: [Function: attacks]
}
```

=====Alien Ship=====

```
AlienShip {
  name: 'Celestials',
  hull: 6,
  firePower: 2,
  accuracy: 0.612184499646615
}
```

=====MY SHIP ATTACKS=====

uss Defender accuracy outside range! Your accuracy threshold is:
0.8537732297044189

OH NO! uss Defender MISSED the Celestials alien ship! PREPARE FOR COUNTER ATTACK!

Celestials has a firepower of 2 and 6 hull points

uss Defender ship has 20 hull points

=====ALIEN ATTACKS=====

Alien's accuracy threshold is:

0.9429625581044887

Celestials accuracy threshold outside range!

CLOSE ONE! Celestials alien ship just missed the uss Defender !

You're under attack! Celestials have a firepower of 2

uss Defender ship started with 20 hull points

uss Defender ship has 18 hull points remaining

=====MY COUNTER ATTACK=====

=====MY SHIP ATTACKS=====

uss Defender accuracy outside range! Your accuracy threshold is:
0.8793188086383679

OH NO! uss Defender MISSED the Celestials alien ship! PREPARE FOR COUNTER ATTACK!

Celestials has a firepower of 2 and 6 hull points

uss Defender ship has 20 hull points

=====ALIEN ATTACKS=====

Alien's accuracy threshold is:

0.1815717509116681

Celestials accuracy threshold within range!

IMPACT! Celestials alien ship just hit the uss Defender! There is damage to your hull!

You're under attack! Celestials have a firepower of 2

uss Defender ship started with 20 hull points

uss Defender ship has 18 hull points remaining

=====MY COUNTER ATTACK=====

=====MY SHIP ATTACKS=====

uss Defender accuracy within range! Your accuracy threshold is:

0.275557105391238

SUCCESSFUL HIT! The uss Defender hit the hull of the Celestials alien ship!

uss Defender firepower points: 5 points.

Celestials started with 6 hull points

HIT UPDATE : Celestials ship hull points post attack: 1

Prepare for counter attack! Celestials have a firepower of 2

uss Defender ship has 20 hull points

Celestials getting ready to return fire. Brace uss Defender for impact

=====ALIEN COUNTER ATTACK =====

Alien's accuracy threshold is:

0.7286761787166016

Celestials accuracy threshold outside range!

CLOSE ONE! Celestials alien ship just missed the uss Defender !

uss Defender has 18 hull points remaining

uss Defender man your battle stations! Prepare to return the attack!!

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ATTEMPT.js
CONSOLE OUTPUT:

```
corcoding@Coding-23 W5D3 % node attempt.js
=====My Ship=====
{
  name: 'uss Defender',
  hull: 20,
  firePower: 5,
  accuracy: 0.7,
  isAlive: true,
  getStats: [Function: getStats],
  attacks: [Function: attacks]
}
=====Alien Ship=====
AlienShip {
  name: 'Celestials',
  hull: 6,
  firePower: 3,
  accuracy: 0.6798472389467232
}
=====MY SHIP ATTACKS=====
uss Defender accuracy within range! Your accuracy threshold is:
0.06797174244715087
SUCCESSFUL HIT! The uss Defender hit the hull of the Celestials alien ship!
uss Defender firepower points: 5 points.
Celestials started with 6 hull points
HIT UPDATE : Celestials ship hull points post attack: 1
Prepare for counter attack! Celestials have a firepower of 3
uss Defender ship has 20 hull points
Celestials getting ready to return fire. Brace uss Defender for impact
=====ALIEN COUNTER ATTACK =====
Alien's accuracy threshold is:
0.8849710141039966
Celestials accuracy threshold outside range!
CLOSE ONE! Celestials alien ship just missed the uss Defender !
uss Defender has 17 hull points remaining
uss Defender man your battle stations! Prepare to return the attack!!
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```

ATTEMPT.js:
CONSOLE OUTPUT:

```
corcoding@Coding-23 W5D3 % node attempt.js
=====My Ship=====
{
  name: 'uss Defender',
  hull: 20,
  firePower: 5,
  accuracy: 0.7,
  isAlive: true,
  getStats: [Function: getStats],
  attacks: [Function: attacks]
}
=====Alien Ship=====
AlienShip {
  name: 'Celestials',
  hull: 4,
  firePower: 4,
  accuracy: 0.6130756766878255
}
=====MY SHIP ATTACKS=====
uss Defender accuracy outside range! Your accuracy threshold is:
0.8773629276283046
OH NO! uss Defender MISSED the Celestials alien ship! PREPARE FOR COUNTER ATTACK!
Celestials has a firepower of 4 and 4 hull points
uss Defender ship has 20 hull points
=====ALIEN ATTACKS=====
Alien's accuracy threshold is:
0.9537794411251483
Celestials accuracy threshold outside range!
CLOSE ONE! Celestials alien ship just missed the uss Defender !
You're under attack! Celestials have a firepower of 4
uss Defender ship started with 20 hull points
uss Defender ship has 16 hull points remaining
=====MY COUNTER ATTACK=====
=====MY SHIP ATTACKS=====
uss Defender accuracy outside range! Your accuracy threshold is:
0.8587053787854235
OH NO! uss Defender MISSED the Celestials alien ship! PREPARE FOR COUNTER ATTACK!
Celestials has a firepower of 4 and 4 hull points
uss Defender ship has 20 hull points
=====ALIEN ATTACKS=====
Alien's accuracy threshold is:
0.9120880097624451
Celestials accuracy threshold outside range!
CLOSE ONE! Celestials alien ship just missed the uss Defender !
You're under attack! Celestials have a firepower of 4
uss Defender ship started with 20 hull points
uss Defender ship has 16 hull points remaining
=====MY COUNTER ATTACK=====
```



```
=====MY SHIP ATTACKS=====
uss Defender accuracy within range! Your accuracy threshold is:
0.20157706792829422
SUCCESSFUL HIT! The uss Defender hit the hull of the Celestials alien ship!
uss Defender firepower points: 5 points.
Celestials started with 4 hull points
HIT UPDATE : Celestials ship hull points post attack: -1
Celestials target ship destroyed! YOU SAVED THE PLANET!
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```