```
// PSUEDDO CODE:
// 1. Make ship object: COMPLETE

// 1b. Make method for your ship object to attack a given
target: COMPLETE
    // The target can be an input to the method
    // Run the method and pass it the alien ship.
    // Make it so the method reduces the target's hull by the
firepower of the your ship.

// 2. Make single alien object: COMPLETE

// 3. Simulate a battle between your ship and the single
alienShip object: COMPLETE

// 4. Make a game object: COMPLETE

// 4.b. Make a method in the game object that will run a 'check
win' - IN PROGRESS
    // The method should check for the health of the alien(s)
and/or the your ship.


// 5. If the hull is 0 or less, display a message that the ship
went kabloo-ey.

// 6. Make it so the alienShip will only be hit - IN PROGRESS
// if a Math.random call is below the accuracy threshold.

// 7. Make a method for the alien ship to attack a target.
COMPLETE
// - At a status console log for the end of the round.

// - PROBLEM: If you make the alien ship go kabloo-ey,
// then the alien should not then be able to attack you. Fix
this.-- NEED HELP

// - Make it so the attacks will keep occuring until someone's
hull is at 0.

// Isolate what it is that you want to repeat.

// 8. Make many alien ships with a Class. Make each object
slightly different

// 9 Make a loop that calls the Class and generates alien ships.
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// 10. Push those constructed objects into a predefined array.

// 11. Start with 6 ships (the loop should run 6 times).

// 12. Try out the game with the first alien ship in the array.

// 13. Run the battle with all ships in turn.

// 14. Move functions into the game object.

// - Move on to the bonuses.




// ===============================1. Make the ship object.
================================

const myShip = {
    name: "uss Defender",
    hull: 20,
    firepower: 5,
    accuracy: .7,
    isAlive: true,
    attacks(target) {

        let chanceOfAttack = Math.random();

        if(chanceOfAttack < this.accuracy) {
            console.log(`SUCCESSFUL HIT! Your ship, the $
{myShip.name} hit the hull of the ${alienShip.name} alien ship!
`);

            console.log(`Your firepower impact was $
{myShip.firepower} points. ${alienShip.name} started with $
{alienShip.hull} hull points`)

            target.hull = alienShip.hull - myShip.firepower
            console.log(`${alienShip.name} ship has $
{target.hull} hull points left`);
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```javascript
            if(target.hull <=0) {
                target.isAlive = false;
                console.log(`Target destroyed!`)
            }
            return true;

        } else {
            console.log("You missed the target")
            return false;
        }
    }
};


// console.log(myShip)



// =============================2. Make a single alien ship
object. =============================

const alienShip = {
    name: "Celestials",
    isAlive: true,
    hull: Math.floor(Math.random() * (6 - 3 + 1) + 3),
    firepower: Math.floor(Math.random() * (4 - 2 + 1) + 2),
    accuracy: Math.random() * (.8 - .6) + .6,
    attacksYou: function() {

        let chanceOfAttack = Math.random();

        if(chanceOfAttack < this.accuracy) {
            console.log(`IMPACT SUSTAINED! Alien ship, the $
{alienShip.name} hit the hull of the ${myShip.name} !`);

            console.log(`Alien firepower impact was $
{alienShip.firepower} points. ${myShip.name} started with $
{myShip.hull} hull points`)

            myShip.hull = myShip.hull - alienShip.firepower
            console.log(`${myShip.name} ship has ${myShip.hull}
hull points left`);

            if(myShip.hull <=0) {
                myShip.isAlive = false;
```

```javascript
                console.log(`Alien destroyed your ship!`)
            }
            return true;

        } else {
            console.log(`${alienShip.name} aimed at you and
missed!`)
            return false;
        }
    }
};




// ============3. Simulate a battle between your ship and a
single alien ship first. ============
console.log("==================YOU INITIATE ATTACK:
==============================")

myShip.attacks(alienShip)

// ====================================4.  Make a game object
=====================================
const game = {
    round: 0,
    targetShip: 0,
    userResponse: "",
    battles : function() {
        console.log(myShip.name + " battled " + alienShip.name)
    },
    checkswin: function() {
        if(alienShip.hull > 0) {
            console.log(`${alienShip.name} is still alive with $
{alienShip.hull} hull points`)

            console.log("==================ALIEN ATTACK:
==============================")

            if(myShip.hull > 0) {
                alienShip.attacksYou()
                console.log(`${myShip.name} remains with $
{myShip.hull} hull points`)
```

```javascript
            console.log("=================MY SHIP'S SECOND
ATTACK: =============================")

            if(alienShip.hull > 0) {
                myShip.attacks(alienShip)
                console.log(`${alienShip.name} remains with
${alienShip.hull} hull points`)

            console.log("=================ALIEN'S
SECOND ATTACK: ============================")
                if(myShip.hull> 0) {
                    alienShip.attacksYou()
                    console.log(`${myShip.name} has $
{myShip.hull} hull points remaining`)
                    console.log(`Time to end this $
{alienShip.name}!`)

                console.log("=================MY SHIP'S
THIRD ATTACK: ===========================")
                if(alienShip.hull > 0) {
                    myShip.attacks(alienShip)
                    console.log(`${alienShip.name} has $
{alienShip.hull} hull points remaining`)
                    console.log(`For the love of God
they better be dead!`)


console.log("=================ALIEN'S THIRD ATTACK:
===========================")
                        if(myShip.hull > 0) {
                            alienShip.attacksYou()
                            console.log(`${myShip.name}
has ${myShip.hull} hull points remaining`)
                            console.log(`This is Satan's
spawn!`)
                        }


console.log("=================MY SHIP'S FOURTH ATTACK:
===========================")
                        if(alienShip.hull > 0) {
                            myShip.attacks(alienShip)
                            console.log(`$
{alienShip.name} has ${alienShip.hull} hull points remaining`)
```

```javascript
                                                    console.log(`If they aren't
dead by now- y'all need to call Guardians of the Galaxy- I am
just one person!`)
                                    }


console.log("==================ALIEN'S FOURTH ATTACK:
===============================")
                                    if(myShip.hull > 0) {
                                        alienShip.attacksYou()
                                        console.log(`$
{myShip.name} has ${myShip.hull} hull points remaining`)
                                        console.log(`Time to end
this ${alienShip.name}!`)
                                    }
                                }
                            }
                        return true;
                    } else {
                        if(alienShip.hull <= 0 )
                        console.log(`${alienShip.name} ship
is defeated. You blew up their ship!`)
                        return false;
                    }
                }
            }
        }
    }

// console.log("==================Testing the game battle and
health functions ===============================")


game.battles()
// game.checkswin(alienShip)
game.checkswin(myShip)
```