

My code:

```
const myShip = {
  name: "uss Defender",
  hull: 20,
  firePower: 5,
  accuracy: 0.7,
  isAlive: true,
  attacks: function(target) {
    let chanceOfAttack = Math.random();
    console.log("Your accuracy threshold is: " +
chanceOfAttack)

    if(chanceOfAttack < this.accuracy) {
      console.log(`SUCCESSFUL HIT! Your ship, the ${
{myShip.name} hit the hull of the ${aliens[0].name} alien ship!
`);

      console.log(`Your firepower impact was ${
{myShip.firePower} points. ${aliens[0].name} started with $
{aliens[0].hull} hull points`)
      target.hull = target.hull - this.firePower
      console.log(`${aliens[0].name} ship has $
{target.hull} hull points left`);

      if(target.hull <=0) {
        target.isAlive = false;
        console.log(`Target destroyed!`)
      }

      else if(target.hull > 0) {
        target.isAlive = true;
        console.log(`Prepare for counter attack! They
have a firepower of ${aliens[0].firePower}`)

        if(target.isAlive = true) {
          aliens[0].attacksYou(myShip)

          if(aliens[0].accuracy > .8) {
            console.log("They missed you on their
counter attack")
          }
        }
      }
    }
  }
}
```

```

        if (aliens[0].accuracy < .8) {
            remainingHull = myShip.hull -
aliens[0].firePower}
            console.log(`You have ${remainingHull}
remaining hull points`)
        }
        if (remainingHull > 0) {
            console.log(`Time to end this once and
for all!`)
            myShip.attacks(aliens[0])
            remainingAlienHull = target.hull -
this.firePower
            // If you attack again and miss:
            if (isAlive=true) {
                aliens[0].attacksYou(myShip)
                remainingHull = myShip.hull -
aliens[0].firePower
            }
            console.log(remainingHull)
        }
        if (isAlive = false) {
            console.log(`They can't attack you,
they're dead`)
        }
    }
    if (target.isAlive = false) {
        console.log(`They can't attack you!
They're dead.`)
    }
}
    if (myShip.hull < 0) {
        myShip.isAlive = false;
        console.log("Your ship is destroyed")
    }
} else if (chanceOfAttack > this.accuracy)
{console.log(`OH NO! You overshot! Your ship, the ${myShip.name}
missed the ${aliens[0].name} alien ship! PREPARE FOR COUNTER
ATTACK!`);
}
}
};

```

```

console.log("=====My
Ship=====")
console.log(myShip)
//=====Alien Ship
Class=====

```

```

class AlienShip {
  constructor(name, hull, firePower, accuracy) {
    this.name = name;
    this.hull = hull;
    this.firePower = firePower;
    this.accuracy = accuracy;
  }
  attacksYou() {
    let chanceOfAttack = Math.random();
    console.log("Alien's accuracy threshold is: " +
chanceOfAttack)

    if (chanceOfAttack < this.accuracy) {
      console.log(`IMPACT! ${aliens[0].name} alien ship
just hit the ${myShip.name}! There is damage to your hull!`);
    }
    else {
      console.log(`CLOSE ONE! ${aliens[0].name} alien ship
just missed the ${myShip.name} !`)
    }
  }
};

```

```

// Calculate the values for the alienShip properties (hull,
firepower and accuracy)
// These are going to be random numbers.
// For hull between 3 and 6. For firepower between 2 and 4
// For accuracy between .6 and .8

```

```

// Hull & Firepower number generator:
function generateRandomNumber(min, max) {
  return Math.floor(Math.random() * (max - min + 1) + min);
}

```

```

const hull = generateRandomNumber(3, 6);
const firepower = generateRandomNumber(2, 4);

```

```
// Accuracy Num generator
function alienAccuracyNum(min, max) {
    return Math.random() * (max - min) + min;
}
```

```
const accuracyNum = alienAccuracyNum(.6, .8);
```

```
// Add 6 new alien ship values to the AlienShip class:
// start with names, then add the invoked function for hull,
// firepower and accuracy,
```

```
const aliens = [
    new AlienShip("Celestials", generateRandomNumber(3,
6), generateRandomNumber(2, 4), alienAccuracyNum(.6, .8) ),
    new AlienShip("Cybertronians", generateRandomNumber(3, 6),
generateRandomNumber(2, 4), alienAccuracyNum(.6, .8)),
    new AlienShip("Decpeticons", generateRandomNumber(3, 6),
generateRandomNumber(2, 4), alienAccuracyNum(.6, .8)),
    new AlienShip("Galactus", generateRandomNumber(3, 6),
generateRandomNumber(2, 4), alienAccuracyNum(.6, .8)),
    new AlienShip("Hydra", generateRandomNumber(3, 6),
generateRandomNumber(2, 4), alienAccuracyNum(.6, .8)),
    new AlienShip("Jawa", generateRandomNumber(3, 6),
generateRandomNumber(2, 4), alienAccuracyNum(.6, .8)),
]
```

```
console.log("=====Alien
Ship=====")
console.log(aliens[0])
// aliens[0].attacksYou()
```

```
console.log("=====Attack
test=====")
```

```
myShip.attacks(aliens[0])
//=====Battle
Begins=====
```

```
// Now that we have our ship and the alien ships with completed
// property values for
// name, hull, firepower and accuracy we need to get them to
// battle/attack each other
```

```
// Notes: attacks is a repeated action in the game
// this will necessitate a loop or multiple loops
```

```
// Nested loops- try to avoid this
// Perhaps keeping it to one loop somehow will
// help us avoid unnecessary difficulties.
```

```
//=====Game
Object=====
```

```
// Step 4: Make the game object
```

```
const game = {
  round: 0,
  targetShip: 0,
  userResponse: "",
  battles : function() {
    return this.myShip + " battles " + this.aliens[0]
  }
};
```

```
    // console.log(game.battles()) // returns undefined
battles undefined
```

My console output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  JUPYTER  > zsh + ▢ 🗑

name: 'uss Defender',
hull: 20,
firePower: 5,
accuracy: 0.7,
isAlive: true,
attacks: [Function: attacks]
}
=====Alien Ship=====
AlienShip {
  name: 'Celestials',
  hull: 6,
  firePower: 3,
  accuracy: 0.7734304774068054
}
=====Attack test=====
Your accuracy threshold is: 0.40114543399325275
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! They have a firepower of 3
Alien's accuracy threshold is: 0.9416004935090962
CLOSE ONE! Celestials alien ship just missed the uss Defender !
You have 17 remaining hull points
Time to end this once and for all!
Your accuracy threshold is: 0.5131949283481312
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!
Alien's accuracy threshold is: 0.7329143033356931
IMPACT! Celestials alien ship just hit the uss Defender! There is damage to your hull!
17
```