**project**

**document**

$(document).ready(function(){

console.log('jQuery loaded');

console.log('document ready');

var bootstrap3\_enabled = (typeof $().emulateTransitionEnd == 'function');

console.log("bootstrap3\_enabled:" + bootstrap3\_enabled);

initGame();

});

function initGame() {

console.log('initGame');

// ======= ======= ======= playerParams ======= ======= =======

Player.prototype.playerParams = function(whichPlayerIndex, whichParams) {

// console.log("playerParams");

// ======= player1 =======

var playerParams1 = {

bgParams:{

borderH:{ player:1, name:"borderH\_1", type:"bg", iR:2, iC:1, iW:6, iH:1, merge:null, class:"pBorder-1" },

borderV:{ player:1, name:"borderV\_1", type:"bg", iR:2, iC:6, iW:1, iH:3, merge:null, class:"pBorder-1" }

},

btnParams:{

hitMeBtn:{ name:"hitMeBtn", callback:"hitMe", type:"btn", iR:3, iC:7, iW:1, iH:1, merge:null, class:"button", image:"hitMe.png", value:"hit me!" },

holdMeBtn:{ name:"holdMeBtn", callback:"holdMe", type:"btn", iR:3, iC:8, iW:1, iH:1, merge:null, class:"button", image:"holdMe.png", value:"hold" },

betOnesBtn:{ name:"betOnesBtn\_1", callback:"betOne", type:"btn", iR:2, iC:7, iW:1, iH:1, merge:null, class:"ones", value:"$20", tooltip:"bet $1" },

betFivesBtn:{ name:"betFivesBtn\_1", callback:"betFive", type:"btn", iR:2, iC:8, iW:1, iH:1, merge:null, class:"fives", value:"$30", tooltip:"bet $5" },

betTensBtn:{ name:"betTensBtn\_1", callback:"betTen", type:"btn", iR:2, iC:9, iW:1, iH:1, merge:null, class:"tens", value:"$50", tooltip:"bet $10" },

},

textParams:{

pName:{ player:1, name:"pName\_1", type:"text", iR:2, iC:3, iW:3, iH:1, merge:"merge", class:"pBorder-1", value:null },

pScore:{ player:1, name:"pScore\_1", type:"text", iR:3, iC:6, iW:1, iH:1, merge:null, class:"pBorder-1", value:0 },

pBank:{ player:1, name:"pBank\_1", type:"text", iR:2, iC:6, iW:1, iH:1, merge:null, class:"pBorder-1", value:"100" },

pBet\_1s:{ name:"pBet\_1s\_1", type:"text", iR:4, iC:15, iW:1, iH:1, merge:null, class:"pBorder-1", value:"$0" },

pBet\_5s:{ name:"pBet\_5s\_1", type:"text", iR:4, iC:16, iW:1, iH:1, merge:null, class:"pBorder-1", value:"$0" },

pBet\_10s:{ name:"pBet\_10s\_1", type:"text", iR:4, iC:17, iW:1, iH:1, merge:null, class:"pBorder-1", value:"$0" },

pCards:{ player:1, name:"pCards\_1", type:"text", iR:3, iC:5, iW:1, iH:2, merge:"merge", class:"card-1", value:null }

},

inputParams:{},

imageParams:{}

};

...

// ======= dealer =======

var dealerParams = {

bgParams:{

borderH:{ player:"D", name:"borderH\_D", type:"bg", iR:3, iC:11, iW:6, iH:1, merge:null, class:"dBorder" },

borderV:{ player:"D", name:"borderV\_D", type:"bg", iR:1, iC:11, iW:1, iH:3, merge:null, class:"dBorder" }

},

btnParams:{},

textParams:{

pName:{ player:"D", name:"pName", type:"text", iR:3, iC:12, iW:3, iH:1, merge:"merge", class:"dBorder", value:null },

pScore:{ player:"D", name:"pScore", type:"text", iR:3, iC:11, iW:1, iH:1, merge:null, class:"dBorder", value:0 },

pCards:{ player:"D", name:"pCards", type:"text", iR:1, iC:12, iW:1, iH:2, merge:"merge", class:"card-d", value:null }

},

inputParams:{},

imageParams:{}

};

var paramsArray = [playerParams1, playerParams2, playerParams3, dealerParams];

switch(whichParams) {

case "bg":

return paramsArray[whichPlayerIndex].bgParams;

break;

case "btn":

return paramsArray[whichPlayerIndex].btnParams;

break;

case "text":

return paramsArray[whichPlayerIndex].textParams;

break;

case "input":

return paramsArray[whichPlayerIndex].inputParams;

break;

case "image":

return paramsArray[whichPlayerIndex].imageParams;

break;

}

}

// ======= ======= ======= gameParams ======= ======= =======

Game.prototype.gameParams = function(whichParams) {

// console.log("gameParams");

var itemParams = {

bg:{

table:{ name:"table", type:"bg", iR:5, iC:12, iW:3, iH:3, merge:true, class:null },

logo:{ name:"logo", type:"bg", iR:2, iC:1, iW:6, iH:1, merge:false, class:null }

},

btn:{

orbBtn:{ name:"orbBtn", callback:"updateGameGrid", type:"btn", iR:6, iC:13, iW:1, iH:1, merge:null, class:"orbBtn", value:"start", tooltip:"start" },

enterBtn:{ name:"enterBtn", callback:"saveNewPlayer", type:"btn", iR:5, iC:12, iW:3, iH:1, merge:"merge", class:"enterBtn", value:"enter", tooltip: "click to save player" },

startBtn:{ name:"startBtn", callback:"startGame", type:"btn", iR:7, iC:12, iW:3, iH:1, merge:"merge", class:"startBtn", value:"start", tooltip:"start game" },

dealBtn:{ name:"dealBtn", callback:"deal", type:"btn", iR:6, iC:13, iW:1, iH:1, merge:"merge", class:"dealBtn", value:"deal", tooltip:"deal cards" },

retOnesBtn:{ name:"retOnesBtn", callback:"retOne", type:"btn", iR:7, iC:15, iW:1, iH:1, merge:"merge", class:"ones", value:"ones", tooltip:"return to player" },

retFivesBtn:{ name:"retFivesBtn", callback:"retFive", type:"btn", iR:7, iC:16, iW:1, iH:1, merge:"merge", class:"fives", value:"fives", tooltip:"return to player" },

retTensBtn: { name:"retTensBtn", callback:"retTen", type:"btn", iR:7, iC:17, iW:1, iH:1, merge:"merge", class:"tens", value:"tens", tooltip:"return to player" },

playGameBtn:{ name:"playGameBtn", callback:"updateGameGrid", type:"btn", iR:8, iC:13, iW:1, iH:1, merge:"merge", class:"playGameBtn", value:"play game", tooltip:null },

newGameBtn:{ name:"newGameBtn", callback:"newGame", type:"btn", iR:11, iC:13, iW:1, iH:1, merge:"merge", class:"newGameBtn", value:"new game", tooltip:null }

},

text:{

pName\_1:{ name:"pName\_1", type:"text", iR:8, iC:12, iW:3, iH:1, merge:"merge", class:null, value:null },

pName\_2:{ name:"pName\_2", type:"text", iR:9, iC:12, iW:3, iH:1, merge:"merge", class:null, value:null },

pName\_3:{ name:"pName\_3", type:"text", iR:10, iC:12, iW:3, iH:1, merge:"merge", class:null, value:null },

pBank\_1:{ name:"pBank\_1", type:"text", iR:8, iC:15, iW:3, iH:2, merge:null, class:null, value:20 },

pBank\_2:{ name:"pBank\_2", type:"text", iR:9, iC:15, iW:3, iH:2, merge:null, class:null, value:40 },

pBank\_3:{ name:"pBank\_3", type:"text", iR:10, iC:15, iW:3, iH:2, merge:null, class:null, value:60 },

totalBet:{ name:"totalBet", type:"text", iR:5, iC:15, iW:1, iH:1, merge:null, class:null, value:0 },

tooltips:{ name:"tooltips", type:"text", iR:9, iC:12, iW:3, iH:1, merge:"merge", class:"tooltips", value:null }

},

input:{

playerName:{ name:"playerName", type:"input", iR:4, iC:12, iW:3, iH:1, merge:"merge", class:"inputText", value:"playerName" }

},

images:{}

}

// ======= data connection =======

switch(whichParams) {

case "bg":

return itemParams.bd;

break;

case "btn":

return itemParams.btn;

break;

case "text":

return itemParams.text;

break;

case "input":

return itemParams.input;

break;

case "image":

return itemParams.image;

break;

}

}