JS

3-7

lay out the variables

9-18

the array with all the different moving parts of the
game

12-34

At the start of the game, add an event listener at the
click to :
Game data > index is now
"math.round(math.random());"
Display the game data index on the console.log
Game control.innerHTML changes the h2 to "The
Game Has Started"
Dont know what += means

Get the element ID "quit" and listen for a click will
reload the page

Run the function to set up the turn

36-45

Instructions to set up the turn

Get the element by id called Game and insert the HTML for <P> "Roll the dice for ${player 1/player2};

Get the element by id action and change the HTML on the button to Roll the Dice

One the click or the element by the ID "roll" call the function throwDice();

47-89

Instruction to throw the dice

Change the HTML in the action area back to nothing

Set up the variables for the two dice

Set the HTMl in the game to "roll the dice for ${player 1/player2}

Dont know that += means... but change the images to match the numbers that are rolled and then get the sum of those numbers.

IF the sum of the roll is exactly 2 then add the HTML that says "oh snap snake eyes", make the the score for that player equal 0, and switch whos turn it is.

I want to run a function that says to role random on its own until it gets 1s. I am trying to make it so that when ever it is Player 2's turn the game will automatically roll instead of making the user play as both players

Then run the function to wait 20 seconds and set up the turn function.

ELSE IF dice 1 or dice 2 is exactly equal to a 1 then switch whose turn it is, add the HTML for "sorry one of your rolls was a one, switch to ${other players turn}

Then run the function to wait 20 seconds and set up the turn function

ELSE The score for the player is the players score plus the roll sum that was just gotten, then click on the roll again to start the function set up turn, then add a click for the pass button to switch the runs and set up turn again, then run the function show the current score.

91-102

Instructions for function show the current score

IF score of one player is bigger then the end score then change the HTML in score to say player# beat player # with ## many points! Then Leave the action area HTML blank and find the ID "quit" and make the HTML say "start new game?"

ELSE the score is displayed in the HTML

Run the Function show current score

104-106

Instructions for show current score

HTML in the score says "The score is currently ## and ##"

Problems I am having:
Keeps adding to the piggs score. Doesnt register when the Wolf wins to tell it to stop rolling