// Get  to DOM elements

const gameContainer = document.querySelector(".container"),

  userResult = document.querySelector(".user\_result img"),

  cpuResult = document.querySelector(".cpu\_result img"),

  result = document.querySelector(".result"),

  optionImages = document.querySelectorAll(".option\_image");

// Loop through each option image element

optionImages.forEach((image, index) => {

  image.addEventListener("click", (e) => {

    image.classList.add("active");

    userResult.src = cpuResult.src = "rock.png";

    result.textContent = "Wait...";

    // Loop through each option image again

    optionImages.forEach((image2, index2) => {

      // If the current index doesn't match the clicked index

      // Remove the "active" class from the other option images

      index !== index2 && image2.classList.remove("active");

    });

    gameContainer.classList.add("start");

    // Set a timeout to delay the result calculation

    let time = setTimeout(() => {

      gameContainer.classList.remove("start");

      // Get the source of the clicked option image

      let imageSrc = e.target.querySelector("img").src;

      // Set the user image to the clicked option image

      userResult.src = imageSrc;

      // Generate a random number between 0 and 2

      let randomNumber = Math.floor(Math.random() \* 3);

      // Create an array of CPU image options

      let cpuImages = ["rock.png", "paper.png", "scissors.png"];

      // Set the CPU image to a random option from the array

      cpuResult.src = cpuImages[randomNumber];

      // Assign a letter value to the CPU option (R for rock, P for paper, S for scissors)

      let cpuValue = ["R", "P", "S"][randomNumber];

      // Assign a letter value to the clicked option (based on index)

      let userValue = ["R", "P", "S"][index];

      // Create an object with all possible outcomes

      let outcomes = {

        RR: "Draw",

        RP: "AI",

        RS: "YOU",

        PP: "Draw",

        PR: "YOU",

        PS: "AI",

        SS: "Draw",

        SR: "AI",

        SP: "YOU",

      };

      // Look up the outcome value based on user and CPU options

      let outComeValue = outcomes[userValue + cpuValue];

      // Display the result

      result.textContent = userValue === cpuValue ? "Match Draw" : `${outComeValue} Won!!`;

    }, 2500);

  });

});