## Front End Engineering-II /Artificial

## Intelligence and Machine Learning

Project Report II

Semester-IV (Batch-2022)

Rock Paper Scissors

Github Link: <https://github.com/yajurharit26/Rock-paper-Scissors>

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Description automatically generated with low confidence

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**Abstract**

The Rock Paper Scissors game is a classic pastime that pits players against each other in a battle of wits and quick decision-making. This abstract outlines the development of a modern rendition of the game using Bootstrap for styling and JavaScript for interactivity.

The project utilizes the Bootstrap framework to create a visually appealing and responsive user interface. Bootstrap's grid system and pre-styled components are leveraged to ensure compatibility across various devices and screen sizes.

JavaScript is employed to implement the game logic and handle user interactions. Event listeners are utilized to detect user input and trigger appropriate actions, such as determining the winner based on the chosen gestures.

The game features dynamic elements such as animations and sound effects to enhance user engagement and provide a seamless gaming experience. Additionally, it includes features like score tracking and a reset option to facilitate multiple rounds of play.

Through the integration of Bootstrap and JavaScript, this Rock Paper Scissors game delivers a modern and enjoyable gaming experience while showcasing the versatility and capabilities of these web development technologies.

**Background**

The game of Rock Paper Scissors has transcended generations, cultures, and technologies, remaining a timeless source of entertainment and competition. Originating centuries ago, its simplicity and unpredictability have made it a popular choice for settling disputes, making decisions, or simply passing the time.

In the digital age, the game has found a new home on the web, where developers continually reimagine it with modern technologies to captivate audiences worldwide. With the rise of frameworks like Bootstrap and the versatility of JavaScript, creating a captivating and interactive version of Rock Paper Scissors has become more accessible than ever.

Bootstrap, a front-end framework developed by Twitter, provides developers with a comprehensive set of tools for building responsive and visually appealing web interfaces. Its grid system, CSS components, and JavaScript plugins empower developers to create polished and professional-looking websites with ease.

JavaScript, the programming language of the web, adds interactivity and dynamic behavior to web applications. Its ability to manipulate the Document Object Model (DOM) enables developers to create immersive user experiences, making it the perfect choice for implementing game logic and user interactions in Rock Paper Scissors.

By combining the power of Bootstrap for styling and layout and JavaScript for functionality, developers can create a Rock Paper Scissors game that not only pays homage to the classic pastime but also showcases the capabilities of modern web development techniques. This integration allows for the creation of a seamless and enjoyable gaming experience that can be enjoyed by players of all ages and skill levels, reaffirming the enduring appeal of this timeless game in the digital era.

**Objective**

The objective of developing a Rock Paper Scissors game using Bootstrap and JavaScript is to create an engaging and interactive web experience that revitalizes the timeless appeal of this classic game for modern audiences. The project aims to achieve the following objectives:

1. User Engagement: Provide users with an immersive gaming experience that captivates their attention and encourages repeated playthroughs.
2. Accessibility: Ensure compatibility across various devices and screen sizes by leveraging Bootstrap's responsive design capabilities, allowing users to enjoy the game seamlessly on desktops, laptops, tablets, and smartphones.
3. Gameplay Experience: Implement intuitive controls and dynamic elements such as animations and sound effects to enhance user enjoyment and immersion during gameplay.
4. Game Logic: Develop robust game logic using JavaScript to accurately determine the winner based on the chosen gestures (rock, paper, or scissors) and facilitate multiple rounds of play.
5. Visual Appeal: Utilize Bootstrap's pre-styled components and customizable themes to create a visually appealing interface that reflects the spirit of the game while maintaining a modern aesthetic.
6. Interactivity: Implement event-driven programming in JavaScript to detect user input, handle game actions, update the interface dynamically, and provide feedback to the player in real-time.
7. Scalability and Maintainability: Design the codebase with scalability and maintainability in mind, allowing for easy updates, modifications, and additions to the game features and functionality in the future.

By achieving these objectives, the Rock Paper Scissors game will serve as a showcase of the capabilities of Bootstrap and JavaScript in web development while delivering a fun and memorable gaming experience for players of all ages.

**Problem Statement:**

Problem Statement:

The development of a Rock Paper Scissors game using Bootstrap and JavaScript aims to address the following challenges and objectives:

1. User Engagement and Retention: Designing a game interface that effectively engages users and encourages repeated playthroughs by providing an enjoyable and immersive experience.

2. Responsive Design: Ensuring that the game interface remains visually appealing and functional across various devices and screen sizes, maintaining consistency and usability.

3. Game Logic Implementation:Developing robust game logic in JavaScript to accurately determine the winner based on the selected gestures (rock, paper, or scissors) and handle multiple rounds of play seamlessly.

4. Interactive User Experience: Implementing intuitive controls and dynamic elements, such as animations and sound effects, to enhance user interaction and feedback during gameplay.

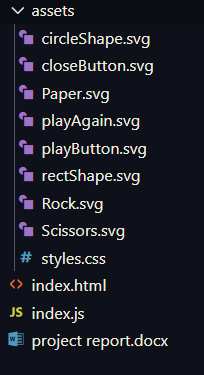
5. Visual Aesthetics: Leveraging Bootstrap's styling capabilities to create a visually appealing interface that captures the essence of the game while maintaining a modern and polished appearance.

6. Scalability and Maintainability: Designing the codebase in a modular and extensible manner to facilitate future updates, enhancements, and maintenance of the game features and functionality.

7. Performance Optimization: Ensuring optimal performance of the game application, including efficient resource utilization and fast response times, to deliver a seamless gaming experience to users.

By addressing these challenges and objectives, the Rock Paper Scissors game will serve as a successful demonstration of the capabilities of Bootstrap and JavaScript in creating compelling and interactive web experiences while providing entertainment and enjoyment to users.

**File Structure**

** **

The Project will utilize a well organize folder structure for efficient management and future updates.

* index.html:main HTML file containing overall website structure and content
* assests/style.css: Primary CSS file for styling the website
* assets: all the images.
* index.js:Primary JavaScript file for applying functionality to the website.

**Software requirements**

1. Text Editor: A text editor is needed for writing and editing HTML, CSS, and potentially JavaScript code. Popular options include Sublime Text, Visual Studio Code, Atom, or any other preferred text editor.

2. Web Browser: Web browsers are essential for testing the website's functionality and appearance. Commonly used browsers for testing include Google Chrome, Mozilla Firefox, Safari, and Microsoft Edge.

3. Graphics Editing Software: Graphics editing software is required for creating and editing images, logos, and other visual elements used in the website design. Options include Adobe Photoshop, Adobe Illustrator, GIMP, or Canva.

4. Version Control System: A version control system is recommended for managing changes to the project's codebase, tracking revisions, and collaborating with team members. Git with platforms like GitHub, GitLab, or Bitbucket is commonly used for version control.

5. Responsive Design Testing Tools: Tools for testing the responsiveness of the website across different devices and screen sizes are crucial. Browser Developer Tools, Responsive Design Mode, and online tools like Responsinator or BrowserStack can be used for testing.

6. Accessibility Testing Tools: Accessibility testing tools help ensure compliance with web accessibility standards. Tools like Axe, Wave, and Lighthouse can be used to identify and fix accessibility issues.

7. Task Runners or Build Tools: Task runners or build tools like npm scripts, Gulp, or Grunt can automate repetitive tasks such as minification, concatenation, and deployment, streamlining the development workflow.

8. Deployment Platform: A platform for deploying the website to a live server is necessary for making the website accessible to users. Options include traditional web hosting services, cloud platforms like AWS or Google Cloud, or serverless deployment options like Netlify or Vercel.

9. Content Management System (optional): Depending on the project requirements, a content management system (CMS) such as WordPress, Joomla, or Drupal may be used to manage website content, especially for blogs or dynamic content sections.

10. Project Management Tools (optional): Project management tools like Trello, Asana, or Jira can help organize tasks, track progress, and facilitate collaboration among team members during the development process.

By fulfilling these software requirements, the development team can effectively plan, design, develop, test, and deploy the Donila Wedding House website with efficiency and accuracy.

**Methodology**

Requirement Analysis: Begin by understanding the requirements and goals of the project. Meet with stakeholders or clients to gather information about the business, target audience, desired features, and branding guidelines.

Research and Inspiration: Conduct research on other wedding venue websites for inspiration and to understand current design trends in the industry. Gather ideas for layout, color schemes, typography, and imagery.

Design Mockups: Develop design mockups using graphic design software or tools like Adobe XD or Figma. Design the visual elements of the website, including color palette, typography, images, and overall aesthetics.

HTML Structure: Start building the website's HTML structure based on the wireframes and design mockups. Use semantic HTML tags to structure the content logically and improve accessibility and SEO.

CSS Styling: Apply CSS styles to the HTML structure to enhance the visual appearance of the website. Implement the chosen color scheme, typography, layout, and other design elements. Ensure responsiveness by using media queries and CSS frameworks like Bootstrap if necessary.

Content Integration: Populate the website with relevant content, including text, images, and multimedia. Write compelling copy that effectively communicates the value proposition of Donila Wedding House and its services.

Testing and Debugging: Thoroughly test the website across different devices, browsers, and screen sizes to identify and fix any layout or functionality issues. Ensure that all links, forms, and interactive elements work correctly.

Deployment: Once the website is polished and finalized, deploy it to a web hosting server and make it live for the public to access. Set up domain name, server configurations, and any necessary security measures.

Maintenance and Updates: Regularly monitor the website for performance issues, security vulnerabilities, and content updates. Stay updated with the latest web technologies and design trends to keep the website fresh and relevant over time.

**Techniques**

Responsive Design: Implementing media queries to ensure the website layout adjusts and displays appropriately on various devices and screen sizes.

Flexbox/Grid Layout: Utilizing CSS Flexbox or Grid layout techniques to create flexible and responsive page layouts, allowing for better alignment and distribution of content.

Semantic HTML: Employing semantic HTML tags (such as <header>, <nav>, <section>, <article>, <footer>, etc.) to provide meaning and structure to the content, which improves accessibility and SEO.\

CSS Transitions/Animations: Incorporating CSS transitions and animations to add subtle visual effects and enhance user interactions, such as hover effects or smooth transitions between page elements.

Image Optimization: Optimizing images for the web by compressing file sizes without sacrificing quality, using image formats appropriate for different types of content (e.g., JPEG for photographs, PNG for graphics with transparency), and lazy-loading images to improve page load times.

Font Icons/Icon Fonts: Using font icon libraries like Font Awesome or SVG icons to add scalable vector icons to the website, reducing the need for multiple image requests and improving performance.

CSS Resets/Normalizations: Applying CSS resets or normalizations to ensure consistent rendering of HTML elements across different browsers by resetting default styles and behaviors.

CSS Flexibility and Specificity: Employing CSS selectors and specificity to target specific elements and apply styles efficiently, avoiding overly specific or redundant styles that may lead to maintenance issues.

CSS Custom Properties (Variables): Utilizing CSS custom properties (variables) to define reusable values for colors, sizes, and other properties, making it easier to maintain consistency and update styles across the website.

**Algorithm**

Algorithm for Rock Paper Scissors Game:

1. Initialize Variables:

- Create variables to store the player's choice, the computer's choice, and the game result.

- Initialize variables for tracking the player's score and the computer's score.

- Define arrays to represent the choices: ["rock", "paper", "scissors"].

2. Player Input:

- Implement event listeners to detect when the player selects a gesture (rock, paper, or scissors).

- Store the player's choice in the corresponding variable.

3. Computer Choice:

- Generate a random number between 0 and 2 to represent the computer's choice.

- Use this random number to index the array of choices and assign the corresponding gesture to the computer.

4. Game Logic:

- Determine the winner based on the player's choice and the computer's choice:

- If the player and computer choices are the same, the game is a tie.

- If the player chooses "rock" and the computer chooses "scissors" (or vice versa), the player wins.

- If the player chooses "paper" and the computer chooses "rock" (or vice versa), the player wins.

- If the player chooses "scissors" and the computer chooses "paper" (or vice versa), the player wins.

- Otherwise, the computer wins.

- Update the game result variable accordingly.

5. Score Update:

- Increment the player's score if they win the round.

- Increment the computer's score if they win the round.

6. Display Results:

- Update the game interface to display the player's choice, the computer's choice, and the game result.

- Display the current score for both the player and the computer.

7. Repeat or End Game:

- Allow the player to play again if desired.

- Reset the game state (choices, scores) if the player chooses to continue.

8. End Game:

- If the player decides to end the game, display a final message showing the overall winner (player or computer) based on the total score.

This algorithm outlines the basic steps for implementing the Rock Paper Scissors game logic using JavaScript. It can be further refined and expanded to include additional features such as animations, sound effects, and more sophisticated gameplay mechanics.

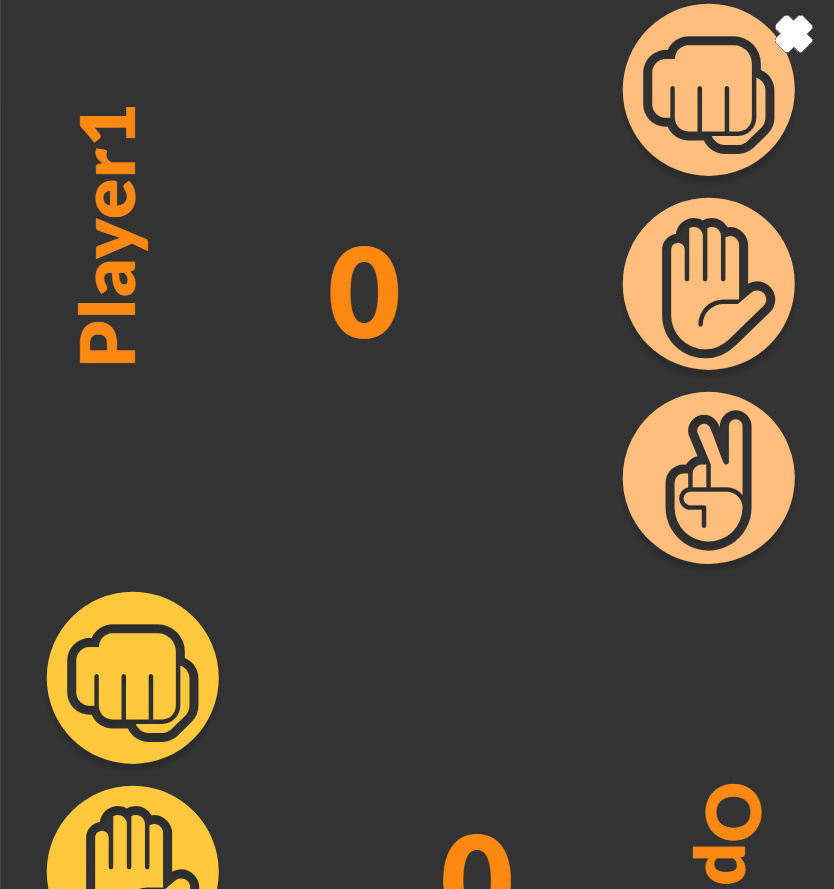
**Results**

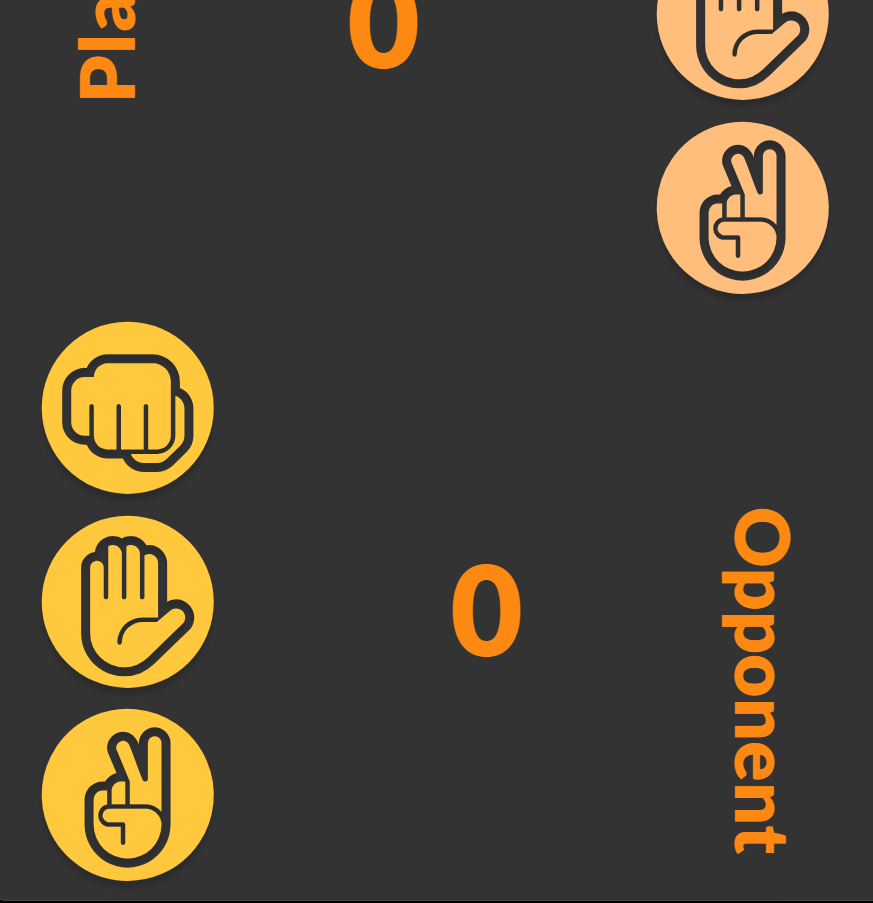




**Responsive**







**Code**

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*rel*="stylesheet"

/>

<link *rel*="stylesheet" *href*="assets/styles.css" />

</head>

<body>

<div *class*="container-fluid " *id*="landingPageContainer">

<div *class*="row mt-4">

<div *class*="col">

<div *class*="row ">

<div *class*="col-5 text-right"><p>👊</p></div>

<div *class*="col-7 text-left"><p>ROCK.</p></div>

</div>

<div *class*="row ">

<div *class*="col-5 text-right"><p>✋</p></div>

<div *class*="col-7 text-left"><p>PAPER.</p></div>

</div>

<div *class*="row ">

<div *class*="col-5 text-right"><p>✌️</p></div>

<div *class*="col-7 text-left"><p>SCISSORS.</p></div>

</div>

</div>

</div>

<div *class*="row mt-5 text-center">

<div *class*="col">

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</g>

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>

<tspan *x*="0" *y*="0">PLAY</tspan>

</text>

</g>

</svg>

</div>

</div>

</div>

<div *class*="container-fluid h-100">

<div

*class*="row h-100 align-items-center justify-content-between text-center"

>

<div *class*="col-3 align-items-left playerName text-center">

<p *id*="playerOneName">Player1</p>

</div>

<div *class*="col-auto mr-5 text-left" *id*="playerScoreContainer">

<p *id*="playerScore">0</p>

</div>

<div *class*="col-auto " *id*="playerContainer">

<div *class*="row playContainer showPlayContainer" *id*="playerRock">

<div *class*="col">

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id="playAgain-2"

data-name="playAgain"

d="M-3803.223,332.843a49.835,49.835,0,0,1-18.815-3.661,49.689,49.689,0,0,1-16.54-10.984l-106.066-106.066a49.688,49.688,0,0,1-10.984-16.54,49.834,49.834,0,0,1-3.661-18.815,49.835,49.835,0,0,1,3.661-18.815,49.687,49.687,0,0,1,10.984-16.54l106.066-106.067a49.687,49.687,0,0,1,16.54-10.983,49.835,49.835,0,0,1,18.815-3.661,49.837,49.837,0,0,1,18.815,3.661,49.687,49.687,0,0,1,16.54,10.983L-3661.8,141.422a49.692,49.692,0,0,1,10.984,16.54,49.835,49.835,0,0,1,3.661,18.815,49.835,49.835,0,0,1-3.661,18.815,49.693,49.693,0,0,1-10.984,16.54L-3767.868,318.2a49.689,49.689,0,0,1-16.54,10.984A49.834,49.834,0,0,1-3803.223,332.843Zm-38.462-183.661a33.793,33.793,0,0,0-12.32,2.14,26.832,26.832,0,0,0-9.36,6.04,26.6,26.6,0,0,0-5.96,9.32,33.217,33.217,0,0,0-2.08,11.94,31.868,31.868,0,0,0,2.16,11.881,26.749,26.749,0,0,0,6.16,9.3,28.24,28.24,0,0,0,9.66,6.081,35.143,35.143,0,0,0,12.66,2.18,33.449,33.449,0,0,0,20-6.2v-22.8h-18.44v5.32a1.728,1.728,0,0,0,.52,1.3,2,2,0,0,0,1.439.5h8.04v11.44a28.91,28.91,0,0,1-5.46,2.12,24.215,24.215,0,0,1-6.339.76,24.021,24.021,0,0,1-8.62-1.48,17.989,17.989,0,0,1-6.58-4.3,19.354,19.354,0,0,1-4.2-6.88,26.932,26.932,0,0,1-1.48-9.221,26.512,26.512,0,0,1,1.4-8.84,19.088,19.088,0,0,1,4-6.74,17.654,17.654,0,0,1,6.26-4.28,21.609,21.609,0,0,1,8.221-1.5,28.245,28.245,0,0,1,5.2.42,22.031,22.031,0,0,1,3.88,1.08,21.555,21.555,0,0,1,2.98,1.42l.648.38,1.811,1.061a3.171,3.171,0,0,0,1.65.54,2.185,2.185,0,0,0,.51-.06,2.678,2.678,0,0,0,1.641-1.24l2.68-4.28a26.521,26.521,0,0,0-3.961-3.04,26.067,26.067,0,0,0-4.72-2.32,32.2,32.2,0,0,0-5.539-1.5A36.529,36.529,0,0,0-3841.686,149.182Zm117.4,15.96,0,0,31.638,40.637a4.328,4.328,0,0,0,1.439,1.26,4.112,4.112,0,0,0,1.841.38h4.76v-57.6h-8.2v37.56c0,.693.02,1.447.06,2.24s.1,1.6.18,2.44l-31.68-40.68a7.483,7.483,0,0,0-.679-.8,2.3,2.3,0,0,0-.68-.48,2.985,2.985,0,0,0-.78-.22,7.426,7.426,0,0,0-1.02-.06h-4.88v57.6h8.24v-37.88c0-.639-.02-1.346-.06-2.1s-.1-1.513-.18-2.3Zm-31.08-15.32v57.6h9.4v-57.6Zm-46.72,42.72h24.8l4.8,12.72a4.049,4.049,0,0,0,1.16,1.54,3.079,3.079,0,0,0,2,.62h7.24l-22.84-57.6h-9.479l-22.84,57.6h7.24a2.993,2.993,0,0,0,2-.681,3.837,3.837,0,0,0,1.119-1.479l4.8-12.72Zm-110.959,0h24.8l4.8,12.72a4.056,4.056,0,0,0,1.16,1.54,3.08,3.08,0,0,0,2,.62h7.241l-22.84-57.6h-9.48l-22.84,57.6h7.241a2.992,2.992,0,0,0,2-.681,3.849,3.849,0,0,0,1.12-1.479l4.8-12.72Zm133.24-6.72h-19.72l7.92-21c.3-.8.618-1.74.96-2.78s.669-2.217.96-3.46a58.551,58.551,0,0,0,1.96,6.2l7.92,21.038Zm-110.96,0h-19.719l7.92-21c.294-.8.617-1.739.96-2.78.347-1.057.67-2.221.959-3.46a58.5,58.5,0,0,0,1.961,6.2l7.919,21.038Z"

transform="translate(3968.29 -20.71)"

fill="#ffbe7b"

/>

</g>

</svg>

</div>

</div>

</div>

</div>

</div>

<script src="index.js"></script>

</body>

</html>

**CSS:**

body {

height: 100*vh*;

background-color: #333;

}

*#landingPageContainer* {

position: absolute;

font-weight: 900;

font-size: 88*px*;

color: #fff;

top: 0*%*;

left: 0;

width: 100*%*;

height: 100*vh*;

z-index: 2;

background-image: linear-gradient(*to* bottom right, #fd8912, #ffbe7b);

transition: transform 0.8*s*;

-webkit-transition: transform 0.8*s*;

}

*#playBtn* {

width: 200*px*;

color: #333;

transition: transform 0.8*s*;

-webkit-transition: transform 0.8*s*;

}

*#playBtn:hover* {

cursor: pointer;

transform: rotate(360*deg*);

transition: transform 1.5*s* ease-in-out;

}

*#playBtn:hover* g g rect {

fill: #333;

}

*.playContainer* {

margin: 5*px* 0;

transition: transform 0.6*s*;

-webkit-transition: transform 0.6*s*;

visibility: hidden;

opacity: 0;

}

*#playerContainer* *.row* *.col* svg*:hover* {

cursor: pointer;

}

*.rock* {

width: 150*px*;

}

*.paper* {

width: 150*px*;

}

*.scissors* {

width: 150*px*;

}

*.hidePlayContainer* {

visibility: hidden;

opacity: 0;

}

*.showPlayContainer* {

visibility: visible;

opacity: 1;

}

*#playerContainer* *.playContainer* *.col* svg {

transition: transform 0.6*s*;

-webkit-transition: transform 0.6*s*;

}

*#playerContainer* *.playContainer* *.col* svg*:hover* {

transform: rotate(360*deg*);

transition: transform 0.6*s* ease-in-out;

-webkit-transition: transform 0.6*s* ease-in-out;

}

*#playerContainer* *.playContainer* *.col* svg*:hover* g g path {

fill: #fd8912;

}

*#playerContainer* *.currentPlay* *.col* svg g g path {

fill: #fd8912;

}

*.playerName* {

font-family: "Lato", sans-serif;

font-weight: 900;

font-size: 60*px*;

color: #fd8912;

}

*#playerOneName* {

-ms-transform: rotate(-90*deg*); */\* IE 9 \*/*

-webkit-transform: rotate(-90*deg*); */\* Safari 3-8 \*/*

transform: rotate(-90*deg*);

}

*#opponentName* {

-ms-transform: rotate(90*deg*); */\* IE 9 \*/*

-webkit-transform: rotate(90*deg*); */\* Safari 3-8 \*/*

transform: rotate(90*deg*);

}

*#messageContainer* {

position: absolute;

z-index: -1;

top: 10*%*;

opacity: 0;

font-family: "Lato", sans-serif;

font-weight: 900;

font-size: 100*px*;

color: #fd8912;

}

*#btnContainer* {

position: absolute;

bottom: 8*%*;

opacity: 0;

z-index: -1;

}

*#resetBtn* {

width: 150*px*;

cursor: pointer;

transition: transform 0.8*s*;

-webkit-transition: transform 0.8*s*;

}

*#resetBtn:hover* {

transform: rotate(360*deg*);

transition: transform 0.8*s* ease-in-out;

-webkit-transition: transform 0.8*s* ease-in-out;

}

*#resetBtn:hover* g path {

fill: #fd8912;

}

*.showResults* {

transition: visibility 0*s* 0.8*s*, opacity 0.8*s* ease-in-out;

-webkit-transition: visibility 0*s* 0.8*s*, opacity 0.8*s* ease-in-out;

}

*#closeButtonContainer* {

position: absolute;

top: 2*%*;

right: 1*%*;

width: 60*px*;

}

*#closeBtn* {

transition: transform 0.8*s*;

-webkit-transition: transform 0.8*s*;

}

*#closeBtn:hover* g {

fill: #bc3939;

cursor: pointer;

}

*#closeBtn:hover* {

transform: rotate(360*deg*);

transition: transform 0.8*s* ease-in-out;

-webkit-transition: transform 0.8*s* ease-in-out;

}

*#playerScoreContainer* {

font-family: "Lato", sans-serif;

font-weight: 900;

font-size: 100*px*;

color: #fd8912;

}

*#opponentScoreContainer* {

font-family: "Lato", sans-serif;

font-weight: 900;

font-size: 100*px*;

color: #fd8912;

}

**JavaScript**

**localStorage.clear();**

***// Holds currentPlays***

**let currentPlays *=* {**

**elementIDOfOpponentPlay: null,**

**elementIDOfPlayerPlay: null**

**};**

***//Holds wins/draws/losses***

**let results *=* {**

**wins: 0,**

**draws: 0,**

**losses: 0**

**};**

***//gets the width of the body***

**function getWidth() {**

***return* Math.max(**

**document.body.scrollWidth,**

**document.documentElement.scrollWidth,**

**document.body.offsetWidth,**

**document.documentElement.offsetWidth,**

**document.documentElement.clientWidth**

**);**

**}**

***// function that handles initial landing page transitions***

**function landingPageTransitions(element) {**

**const widthPage *=* getWidth();**

**document.getElementById("landingPageContainer").style.transform *=***

**"translateX(" *+* *-*1 *\** widthPage *+* "px)";**

**setTimeout(function() {**

**document.getElementById("landingPageContainer").style.visibility *=* "hidden";**

**}, 800);**

**}**

***// method that calcluates the result of the game based on the played elements***

**function calculateResult(playerPlayElement, opponentPlayElement) {**

***if* (**

**(playerPlayElement.id *===* "playerRock" *&&***

**opponentPlayElement.id *===* "opponentRock") *||***

**(playerPlayElement.id *===* "playerPaper" *&&***

**opponentPlayElement.id *===* "opponentPaper") *||***

**(playerPlayElement.id *===* "playerScissors" *&&***

**opponentPlayElement.id *===* "opponentScissors")**

**) {**

**results["draws"] *+=* 1;**

**document.getElementById("resultMessage").innerHTML *=* "It's a DRAW!";**

**} *else* *if* (**

**(playerPlayElement.id *===* "playerRock" *&&***

**opponentPlayElement.id *===* "opponentScissors") *||***

**(playerPlayElement.id *===* "playerPaper" *&&***

**opponentPlayElement.id *===* "opponentRock") *||***

**(playerPlayElement.id *===* "playerScissors" *&&***

**opponentPlayElement.id *===* "opponentPaper")**

**) {**

**results["wins"] *+=* 1;**

**document.getElementById("resultMessage").innerHTML *=* "Player1 WINS!";**

**document.getElementById("playerScoreContainer").innerHTML *=***

**"" *+* results["wins"] *+* "";**

**} *else* {**

**results["losses"] *+=* 1;**

**document.getElementById("resultMessage").innerHTML *=* "Opponent WINS!";**

**document.getElementById("opponentScoreContainer").innerHTML *=***

**"" *+* results["losses"] *+* "";**

**}**

**localStorage.setItem("results", JSON.stringify(results));**

**}**

***// Function that randomly selects a play for the opponent***

***// It returns the element that was chosen***

**function opponentPlays() {**

**let playsArray *=* [**

**{**

**playName: "rock",**

**elementID: "opponentRock"**

**},**

**{**

**playName: "paper",**

**elementID: "opponentPaper"**

**},**

**{**

**playName: "scissors",**

**elementID: "opponentScissors"**

**}**

**];**

**let rand *=* Math.floor(Math.random() *\** 3) *+* 0;**

***// Stores ID of currently Played element of OPPONENT in local storage***

**currentPlays["elementIDOfOpponentPlay"] *=* playsArray[rand]["elementID"];**

**localStorage.setItem("currentPlays", JSON.stringify(currentPlays));**

***return* document.getElementById(playsArray[rand]["elementID"]);**

**}**

***// function that works with displaying only the played elements and hiding all the others***

**function showSelectedPlays(playerPlayedElement, opponentPlayedElement) {**

***//gets position of the middle elements of both containers***

**let paperPlayerElement *=* playerPlayedElement.parentElement.childNodes[3].getBoundingClientRect();**

**let paperOpponentElement *=* opponentPlayedElement.parentElement.childNodes[3].getBoundingClientRect();**

***// Get the sibling elements of the clicked play***

**let playerPlayElementSiblings *=* playerPlayedElement.parentElement.childNodes;**

**let opponentPlayElementSiblings *=***

**opponentPlayedElement.parentElement.childNodes;**

***// hide all other elements and move the clicked element to the middle***

***for* (let index *=* 1; index *<=* 5; index *+=* 2) {**

***//Handles the player container elements***

***if* (playerPlayElementSiblings[index].id *!=* playerPlayedElement.id) {**

**playerPlayElementSiblings[index].classList.remove("showPlayContainer");**

**playerPlayElementSiblings[index].classList.add("hidePlayContainer");**

**} *else* {**

**let currentPlayerElement *=* playerPlayedElement.parentElement.childNodes[**

**index**

**].getBoundingClientRect();**

**playerPlayElementSiblings[index].style.transform *=***

**"translateY(" *+***

**(paperPlayerElement.top *-* currentPlayerElement.top) *+***

**"px)";**

**}**

***//Handles the opponent container elements***

***if* (opponentPlayElementSiblings[index].id *!=* opponentPlayedElement.id) {**

**opponentPlayElementSiblings[index].classList.remove("showPlayContainer");**

**opponentPlayElementSiblings[index].classList.add("hidePlayContainer");**

**} *else* {**

**let currentOpponentElement *=* opponentPlayedElement.parentElement.childNodes[**

**index**

**].getBoundingClientRect();**

**opponentPlayElementSiblings[index].style.transform *=***

**"translateY(" *+***

**(paperOpponentElement.top *-* currentOpponentElement.top) *+***

**"px)";**

**}**

**}**

**}**

***// function that stores the current played elements from both players***

***// adds the currenPlay class to them***

***// displays the result and the play again button***

**function playerPlays(currentElement, currentElementID) {**

***//disable player Container***

**document.getElementById("playerContainer").disabled *=* true;**

***//Remove any previous plays/selections***

**let prevPlays *=* JSON.parse(localStorage.getItem("currentPlays"));**

***if* (prevPlays) {**

**document**

**.getElementById(prevPlays["elementIDOfOpponentPlay"])**

**.classList.remove("currentPlay");**

**document**

**.getElementById(prevPlays["elementIDOfPlayerPlay"])**

**.classList.remove("currentPlay");**

**}**

***// Stores current Play of player in local storage***

**currentPlays["elementIDOfPlayerPlay"] *=* currentElementID;**

**localStorage.setItem("currentPlays", currentPlays);**

***//adds the currentPlay class to both the opponent's played element and to the player's played element***

**currentElement.classList.add("currentPlay");**

**let opponentPlayElement *=* opponentPlays();**

**opponentPlayElement.classList.add("currentPlay");**

***//deals with hiding non-played and showing by moving to the middle the played elements***

**showSelectedPlays(currentElement, opponentPlayElement);**

***//calculates the result***

**calculateResult(currentElement, opponentPlayElement);**

***// the message container and the play again button container appears after player plays***

**document.getElementById("messageContainer").classList.add("showResults");**

**document.getElementById("messageContainer").style.opacity *=* 1;**

**document.getElementById("btnContainer").classList.add("showResults");**

**document.getElementById("btnContainer").style.opacity *=* 1;**

**document.getElementById("btnContainer").style.zIndex *=* 1;**

**}**

***// function Resets Game to start another round***

**function resetGame() {**

***// Get the sibling elements of the clicked play***

**let playerPlayElementSiblings *=* document.getElementById("playerContainer")**

**.childNodes;**

**let opponentPlayElementSiblings *=* document.getElementById("opponentContainer")**

**.childNodes;**

***//show all elements and move them back to their original position***

***for* (let index *=* 1; index *<=* 5; index *+=* 2) {**

**playerPlayElementSiblings[index].classList.remove("hidePlayContainer");**

**playerPlayElementSiblings[index].classList.add("showPlayContainer");**

**playerPlayElementSiblings[index].style.transform *=* "translateY(0)";**

**opponentPlayElementSiblings[index].classList.remove("hidePlayContainer");**

**opponentPlayElementSiblings[index].classList.add("showPlayContainer");**

**opponentPlayElementSiblings[index].style.transform *=* "translateY(0)";**

**}**

***// Re-enable the players container***

**document.getElementById(**

**currentPlays["elementIDOfPlayerPlay"]**

**).parentElement.disabled *=* false;**

***// remove the currentPlay class from both the player and the opponent***

**document**

**.getElementById(currentPlays["elementIDOfPlayerPlay"])**

**.classList.remove("currentPlay");**

**document**

**.getElementById(currentPlays["elementIDOfOpponentPlay"])**

**.classList.remove("currentPlay");**

***//Hide the message of the result and the play again button***

**document.getElementById("messageContainer").classList.remove("showResults");**

**document.getElementById("btnContainer").classList.remove("showResults");**

**document.getElementById("messageContainer").style.opacity *=* 0;**

**document.getElementById("btnContainer").style.opacity *=* 0;**

**document.getElementById("btnContainer").style.zIndex *=* *-*1;**

**}**

**function returnHome() {**

**const widthPage *=* getWidth();**

**document.getElementById("landingPageContainer").style.visibility *=* "visible";**

**document.getElementById("landingPageContainer").style.transform *=***

**"translateX(" *+* 0 *+* "px)";**

**document.getElementById("playerScoreContainer").innerHTML *=* "0";**

**document.getElementById("opponentScoreContainer").innerHTML *=* "0";**

**}**

***//Play button on the lanfing page is clicked***

**document.getElementById("playBtn").onclick *=* function() {**

**landingPageTransitions(this);**

**};**

***//player's Rock element is clicked***

**document.getElementById("playerRock").onclick *=* function() {**

***if* (*!*this.parentElement.disabled) {**

**playerPlays(this, "playerRock");**

**}**

**};**

***//player's Paper element is clicked***

**document.getElementById("playerPaper").onclick *=* function() {**

***if* (*!*this.parentElement.disabled) {**

**playerPlays(this, "playerPaper");**

**}**

**};**

***//player's Scissors element is clicked***

**document.getElementById("playerScissors").onclick *=* function() {**

***if* (*!*this.parentElement.disabled) {**

**playerPlays(this, "playerScissors");**

**}**

**};**

***//Again button is clicked***

**document.getElementById("resetBtn").onclick *=* function() {**

**resetGame();**

**};**

***//Again button is clicked***

**document.getElementById("closeBtn").onclick *=* function() {**

***if* (document.getElementById("btnContainer").style.opacity *!=* 0) {**

**resetGame();**

**}**

**returnHome();**

**localStorage.clear();**

**};**

**References:**

Iconify

W3schools

Mad docs

MDN Docs

bootstrap