

JS Project 1: War (the card game)

Create a web page that allows the user to play the game War against the computer. In this game you have a deck of cards (for our purposes, you only need to have cards representing the Jack, the Queen, the King, and the Ace in one suit. If you really want to make a complete deck, feel free, but for our purposes, just 4 cards will do).

For your web page, you'll have two images. The first is the one the user chooses (0 for Jack, 1 for queen, 2 for king, and 3 for Ace), and the second is randomly generated by the computer. The winner of each round is the player (you or the computer) with a higher card (you'll need an if condition to check this). Your web page will then announce who won. It will keep track of how many times the user has won, and it will keep track of how many times the computer has won, and it will display this information as text.

Note also that it's possible to tie, in which case the text displayed should announce that it's a tie, and neither the number of wins for the user nor the number of wins for the computer should increase.

Extra Credit (15 pts): Add a third player.