JS Project 1: Rock, Paper, Scissors

Due Tuesday, November 27 at midnight

Note: You may work with a partner on this. If you work with a partner, only one of you should submit the project and both of your names MUST be on the project.

Create a web page that allows the user to play the game, "Rock, Paper, Scissors" against the computer. In this game Paper beats Rock, Scissors beats Paper, and Rock beats Scissors (why paper beats rock, I've never really understood, but this is how the game is played).

For your web page, you'll have two images, and then below that 4 paragraphs (possibly a fifth paragraph explaining the nature of the game). The first 3 will contain the words "rock", "paper", and "scissors", respectively. How the game will work is the user will click on either rock, paper, or scissors text. A corresponding image will show up in the first image (so if the user clicked on the paragraph "rock", a picture of a rock will show up in the first image. Then a second image will show up of either a rock, paper, or scissors in the second image space. This is the computer's choice, and is chosen by generating a random number between 0 and 3, with 0 indicating that a picture of a rock should show up, 1 indicating that a picture of paper should show up, and 2 indicating that a picture of scissors should show up in the second image's space. Your web page will then announce who won in the 4th paragraph*. In addition, it should 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 in the fourth paragraph as well.

So it will have to use an if condition to check whether the user clicked on the paragraph containing the word "rock" and the computer generated a 0 (in which case it's a tie), if the user chose "rock" and the computer generated a 1 (in which case the computer chose paper, and thus wins), if the user chose "rock" and the computer generated a 2 (in which case the computer chose scissors, and thus the user won), etc. for all possible combinations. For this project, you may want to use "and" (as in, "if the user picked rock **and the computer generated paper…"). In JavaScript, this would be written as:*

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if ((par1 == "rock") && (randnum == 1))
{
    …
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