<!DOCTYPE html>

<html>

<head>

<title>JavaScript DOM Project</title>

<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/5.15.2/css/all.min.css"

integrity="sha512-HK5fgLBL+xu6dm/Ii3z4xhlSUyZgTT9tuc/hSrtw6uzJOvgRr2a9jyxxT1ely+B+xFAmJKVSTbpM/CuL7qxO8w=="

crossorigin="anonymous" />

<style>

@import url('https://fonts.googleapis.com/css2?family=Hanalei&family=Roboto+Slab&display=swap');

@import url('https://fonts.googleapis.com/css2?family=Shadows+Into+Light&display=swap');

\* {

box-sizing: border-box;

}

body {

font-family: 'Roboto Slab', serif;

}

.box {

font-family: 'Hanalei', cursive;

position: relative;

width: 100px;

height: 100px;

border: 1px solid black;

top: 0;

left: 0;

font-size: 3em;

line-height: 100px;

text-align: center;

}

.wheel {

position: absolute;

left: 0px;

top: 0px;

}

.gameArea {

position: absolute;

left: 0px;

top: 80px;

width: 300px;

height: 103px;

border: 1px solid #333;

overflow: hidden;

}

.topMessage {

position: absolute;

left: 50%;

top: 10px;

background-color: black;

width: 80%;

height: 60px;

color: white;

padding: 5px;

font-size: 2em;

font-family: 'Shadows Into Light', cursive;

transform: translate(-50%, 0);

text-align: center;

line-height: 40px;

}

.message {

text-align: center;

font-size: 1em;

color: white;

}

.btn {

margin: auto;

width: 80%;

display: block;

padding: 10px;

color: white;

font-size: 1.5em;

border-radius: 25px;

}

.myDiv {

padding: 20px;

height: 200px;

background-color: dimgrey;

width: 50%;

margin: 190px auto;

}

</style>

</head>

<body>

<div class="myDiv">Hello World</div>

<script src="apps3.js"></script>

</body>

</html>

const output = document.querySelector('.myDiv');

const iconImages = ['<i class="fas fa-heart"></i>', '<i class="fas fa-dice-d20"></i>', '<i class="far fa-life-ring"></i>', '<i class="fas fa-apple-alt"></i>', '<i class="fas fa-lemon"></i>', '<i class="fas fa-pepper-hot"></i>'];

output.innerHTML = '';

const messageTop = makerElement(output, 'div', 'JavaScript Slot Machine', 'topMessage');

const gameArea = makerElement(output, 'div', '', 'gameArea');

const btn = makerElement(output, 'button', 'SPIN', 'btn');

const message = makerElement(output, 'div', 'message', 'message');

const game = {

total: 5,

inPlay: false,

coins: 100,

speed: 15,

totItems: iconImages.length,

main: []

};

let spinner = 500;

window.addEventListener('DOMContentLoaded', init);

btn.addEventListener('click', (e) => {

if (btn.textContent == 'SPIN' && !game.inPlay) {

btn.textContent = 'STOP';

btn.style.backgroundColor = 'red';

spinner = 500;

startSpin();

} else {

stopGamePlay();

}

})

function init() {

///console.log('ready');

btn.style.backgroundColor = 'green';

gameArea.style.width = game.total \* 100 + 'px';

let leftPos = (document.body.clientWidth - (game.total \* 100)) / 2;

///console.log(leftPos);

gameArea.style.left = leftPos + 'px';

for (let i = 0; i < game.total; i++) {

game.main[i] = makerElement(gameArea, 'div', '', 'wheel')

for (let x = 0; x < game.totItems; x++) {

const el = makerElement(game.main[i], 'div', iconImages[x], 'box');

let myColor = x > 2 ? 'red' : 'blue';

if (x == 0) {

myColor = 'purple';

}

if (x > 4) {

myColor = 'green';

}

if (x == 4) {

myColor = 'orange';

}

el.style.color = myColor;

el.faceValue = x + 1;

}

game.main[i].style.left = i \* 100 + 'px';

}

}

function makerElement(parent, ele, html, myClass) {

const el = document.createElement(ele);

el.classList.add(myClass);

el.innerHTML = html;

parent.append(el);

return el;

}

function updateMessage(html) {

message.innerHTML = html;

}

function startSpin() {

game.coins--;

updateMessage(`You have ${game.coins} left.`);

game.inPlay = true;

spinner = 500;

///console.log('Spinning ' + game.inPlay);

for (let i = 0; i < game.total; i++) {

game.main[i].mover = Math.floor(Math.random() \* 150) + 10;

}

game.ani = requestAnimationFrame(spin);

}

function spin() {

spinner--;

if (spinner <= 0) {

stopGamePlay();

}

let holder = [];

for (let i = 0; i < game.total; i++) {

let el = game.main[i];

let elY = el.offsetTop;

if (el.mover > 0) {

el.mover--;

elY += game.speed;

if (elY > -150) {

elY -= 100;

const last = el.lastElementChild;

el.prepend(last);

}

if (el.mover == 0 && elY % 50 != 0) {

el.mover++;

}

el.style.top = elY + 'px';

} else {

let viewEl = el.children[2];

let outputVal = elY == -200 ? viewEl.faceValue : '-';

let tempObj = {

'txt': viewEl.faceValue,

'elY': elY,

'outputV': outputVal,

'output': viewEl.textContent

}

holder.push(tempObj);

}

}

if (holder.length >= game.total) {

stopGamePlay();

holder.sort();

console.log(holder);

const myObj = {};

holder.forEach((val) => {

if (val.outputV != '-') {

if (myObj[val.outputV]) {

myObj[val.outputV]++;

} else {

myObj[val.outputV] = 1;

}

}

})

payout(myObj);

}

if (game.inPlay) {

game.ani = requestAnimationFrame(spin);

}

}

function payout(score) {

for (const prop in score) {

let val = Number(score[prop]); //how many occurances

console.log(prop + ' x ' + val);

let basePay = game.total / 2;

if (val >= 2) {

let totalPaid = Math.floor(val \* basePay);

if (prop == '2') {

console.log('You Got more than 2 - 2s');

totalPaid \*= 5;

}

game.coins += totalPaid;

let html = `Matched item ${prop} X ${val} Payout ${totalPaid} Coins ${game.coins}`;

updateMessage(html);

}

}

}

function stopGamePlay() {

game.inPlay = false;

cancelAnimationFrame(game.ani);

btn.textContent = 'SPIN';

btn.style.backgroundColor = 'green';

}