Create a web page game that can test how fast you can mash the “A” button of an Xbox controller. The catch is you only have 20 seconds, and you have to pushing the Joystick in the right direction

Use this site for more details on using Gamepads in Javascript browser applications:

<https://www.javascripture.com/Gamepad>

1. In an HTML file, create a simple web page
   1. Put a div layer in the body of the web page that has an id.
      1. This guide will call this box the “score box”
   2. Put another div layer in the body of the web page that has an id.
      1. This guide will call this box the “timer box”
   3. Put another div layer in the body of the web page that has an id.
      1. This guide will call this box the “direction box”
2. In the <script> tag:
   1. Create a variable called “score”, a variable called “timer” and a variable called “direction”.
      1. Score and direction start at 0
      2. Timer starts at 20
   2. Using a setInterval() function, create a function that decreases the timer variable by one every second if it’s greater than 0. It will then change the innerHTML property of the timer box to the value of the timer variable.
   3. Using a setInterval() function, create a function that changes the direction to a random integer between 0 and 3 every 2 seconds. It will then change the innerHTML property of the direction box to the name of the direction listed below
      1. 0 is up
      2. 1 is right
      3. 2 is down
      4. 3 is left
3. Set up your script to detect gamepad button presses
   1. Each time the “A” button is pressed:
      1. If the time is greater than 0, and the direction of the left joystick matches the direction, increase the score by 1, then change the innerHTML property of the score box to the value of the score variable
   2. If the “Start” button is pressed, refresh the web page in the browser

When you are finished:

1. Test every feature thouroughly!
2. Attempt to break your program every way you can
3. Double check for adherence to instructions.
4. Delete the ‘node\_modules’ folder
5. Follow the Github Submission Instructions to submit