```javascript
var end = promptNum("pick the winning score");
var currentPlayer = 1;
var randButtonId;
var p1Score=0;
var p2Score=0;
var x;

function checkCorrect(buttonId){
  console.log("Checking: "+buttonId);
  if( buttonId == randButtonId ) {
    console.log("You got it right!");
    updateScoreBy(1);
  } else {
    console.log("WRONG");
    updateScoreBy(-3);
  }
  setBoard();
  switchPlayer();
  gameOver();
}
function updateScoreBy(amt){
    if(currentPlayer == 1){
        p1Score = p1Score + amt;
    } else {
        p2Score = p2Score + amt;
    }
    console.log("P1 score: " + p1Score);
    setText ("score1_label", p1Score);
    console.log("P2 score: " + p2Score);
    setText ("score2_label", p2Score);
}
function switchPlayer(){
  if(currentPlayer==1){
    currentPlayer=2;
    hideElement("player1_highlight");
    showElement("player2_highlight");
  } else {
      currentPlayer=1;
    hideElement("player2_highlight");
    showElement("player1_highlight");
  }
    console.log("current player is: "+currentPlayer);
}
function gameOver (){
 if (p1Score == end){
  setScreen ("gameOver_screen");
  showElement("player1Win_label");
 }
 if (p2Score == end){
  setScreen ("gameOver_screen");
  showElement("player2Win_label");
 }
}
function setBoard (){
```

```
  var R = randomNumber(x, 255);
  var G = randomNumber(x, 255);
  var B = randomNumber(x, 255);
  console.log (R);
  console.log (G);
  console.log (B);
  var color = rgb(R - x, G -x, B -x);
  var diffColor = rgb(R, G, B);
  setProperty("button1", "background-color", color);
  setProperty("button2", "background-color", color);
  setProperty("button3", "background-color", color);
  setProperty("button4", "background-color", color);
  randButtonId = "button"+randomNumber(1,4);   // create a random button Id
  setProperty(randButtonId, "background-color", diffColor);  // set its color to diffColor
  console.log("correct one is: " + randButtonId);
}

setScreen ("screen1");

onEvent("button1", "click", function(){
  checkCorrect("button1");
});
onEvent("button2", "click", function(){
  checkCorrect("button2");
});
onEvent("button3", "click", function(){
  checkCorrect("button3");
});
onEvent("button4", "click", function(){
  checkCorrect("button4");
});
onEvent("easy", "click", function() {
  console.log("easy clicked!");
  setScreen("gamePlay_screen");
  x = 60;
  setBoard();
});
onEvent("med", "click", function() {
  console.log("med clicked!");
  setScreen("gamePlay_screen");
  x = 40;
  setBoard();
});
onEvent("hard", "click", function() {
  console.log("hard clicked!");
  setScreen("gamePlay_screen");
  x = 20;
  setBoard();
});
```