

1. In the original specification there are two counters for Hits and Misses. Instead of two counters I want you to maintain four:
 - a. Current game hits
 - b. Current game misses
 - c. App lifetime hits
 - d. App lifetime misses
2. When the zero button is hit reset only the current game hits.
3. In shared preferences save and restore only the app lifetime hits and misses.