Touch The Numbers

The Game

The board consists of a table with 16 cells in which the numbers 1 - 16 are placed randomly, one in each cell.
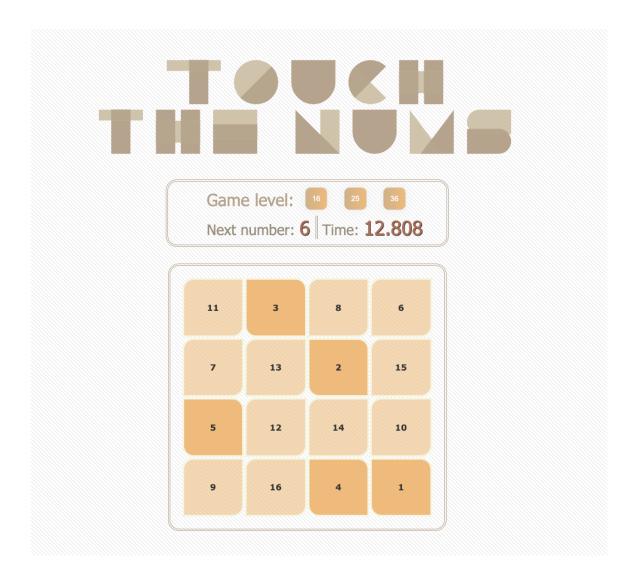
The challenge for the user is to click the numbers in sequence as fast as he can.

When the user clicks the correct number (i.e. the next number in the sequence), the cell with that number changes color. When he clicks a wrong cell, nothing happens.

As soon as the user makes his first click, a timer starts running and shows the elapsed time with 3 digits after the decimal point (for example **12:037**). The timer stops when all the numbers have been clicked.

The user can choose between game boards with either 16, 25 or 36 cells.

Guidelines

- Use an HTML `<table>` to render the game board.

- Place the sequence of numbers in a simple array, shuffle it, and then populate the table by popping one number from the array for each cell.

- There is no need to use a matrix in this exercise.

- When a cell in the table is clicked, invoke a call to a `cellClicked()` function

> 🤔 Consider which arguments need to be passed to `cellClicked()` in order to check that the correct number was clicked and in order to change the cell color (there is more than one way to do this)