

↑ mySelect = obj..addEventListener("click", function() {
 w = 0;
});

→ Inside SetInterval
 .css("bgd-image", arr[w])

- make buttons ✓

• able to 'display' (Test Only)

- Set Interval ✓

• .slideUp()

- Main Random() or PC

- Display Weapon selection on user & PC simultaneously

- Establish IF user win/lost > alert
 condition st timer

- Display score
 • .localStorage

- Clear game

- Alert MATCH WINNER
 (MVP - Modal)
 confetti?

Check Array every round

make arr 4 win