Convert our class activity into a trivia game.

Use the animal picture resources listed on this git to make an animal guessing game. Pick one service to get cats, one service to get dogs, and one service to get foxes. (Or pick what you want and change the names on the buttons :)).
https://github.com/toddmotto/public-apis

Each time an image loads the user can click a button to guess, if they guess the right animal increase the correct total on the page by 1, if they get it wrong, increase the incorrect total by 1.

Getting started

Start with our work from class 8. I've included a version of that file that can help you get started.

Use the random number generation function I've included to choose 1 of 3 random values. Use that random value to choose which service API to pull from.

Then, use that same random value to define if the button the user presses is correct or not.

Wire up the three buttons to three different functions to guess.

You won't be graded for styling on this project, but feel free to.

You can use Jquery or standard Javascript.