Activity 8: JavaScript Game
DUE Sunday 23/05/2021 23.59

In this lab, you will create a simple game as you can see in the following link:

>   https://www.youtube.com/watch?v=ZpoBlsKxjJs

To complete this lab, you need to have button in your page and change its location randomly whenever a mouse cursor goes over the button.
To change the position of the button, you can change the "marginTop" and "marginLeft" of the button. To change the position randomly, you need to use a random number generator. You can use Math.random() function. For example,

>   Math.random()*300+"px";

In each level, if a user can click the button three times, he/she will win the level. In the next level, the button should move faster (in level 1, set the timeout 500ms, and each consequent level decrease the timeout by 100ms). To do so, you need to use setTimeout() function. In level 6, the timeout must be zero so it is almost impossible to win the level.

Submission

Part 1: Upload ALL files to your public website. *Make sure to verify that you have no validation errors on the html and css pages.*

Part 2: Turn in your activity. Upload a zip file from all necessary files to Aybuzem, and place in the Notes the URL of your website.

SUBMISSIONS WITHOUT THE URLS WILL AUTOMATICALLY RECEIVE ZERO