

```
1 window.addEventListener("load", init);
2
3 // Globals
4
5 // Available Levels / His game was to type a word within 5 seconds to
  continue
6 const level = {
7   easy: 5,
8   medium: 3;
9   hard: 2
10 }
11
12 // To change level
13 const currentLevel = level.easy;
14
15 let time = currentLevel;
16 let score = 0;
17 let isPlaying;
18
19 // DOM Elements
20 const wordInput = document.querySelector("#word-input");
21 const currentWord = document.querySelector("#current-word");
22 const scoreDisplay = document.querySelector("#score");
23 const timeDisplay = document.querySelector("#time");
24 const message = document.querySelector("#message");
25 const seconds= document.querySelector("#seconds");
26
27 const words = [
28   'hat',
29   'river',
30   'lucky',
31   'statue',
32   'generate',
33   'nutrition'
34 ];
35
36 // Initialise Game
37 function init() {
38   // Load word from array
39   showWord(words);
40   // Start matching on word input
41   wordInput.addEventListener("input", startMatch);
42   // Call countdown every seond
43   setInterval(countdown, 1000);
44   // Check game status
45   setInterval(checkStatus, 50);
46 }
47
48 // Start match
49 function startMatch() {
50   if (matchWords()) {
51     isPlaying = true;
52     time = currentLevel + 1;
53     showWord(words);
54     wordInput.value = "";
55     score++;
56   }
57   // If score is -1, display 0
58   if (score === -1) {
59     scoreDisplay.innerHTML = 0;
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60   } else {
61     scoreDisplay.innerHTML = score;
62   }
63 }
64
65 // Match currentWord to wordInput
66 function matchWords() {
67   if (wordInput.value === currentWord.innerHTML) {
68     message.innerHTML = "Correct!";
69     return true;
70   } else {
71     message.innerHTML = "";
72     return false;
73   }
74 }
75
76 // Pick & Show random words
77 function showWord(words) {
78   // Generate random array index
79   const randIndex = Math.floor(Math.random() * words.length);
80   // Output random word
81   currentWord.innerHTML = words[randIndex];
82 }
83
84 // Countdown timer
85 function countdown() {
86   //Make sure time is not run out
87   if (time > 0) {
88     // Decrement
89     time--;
90   } else if (time === 0) {
91     // Game is over
92     isPlaying = false;
93   }
94   // Show time
95   timeDisplay.innerHTML = time;
96 }
97
98 // Check game status
99 function checkStatus() {
100   if (!isPlaying && time === 0) {
101     message.innerHTML = "Game Over!";
102     score = -1;
103   }
104 }
```