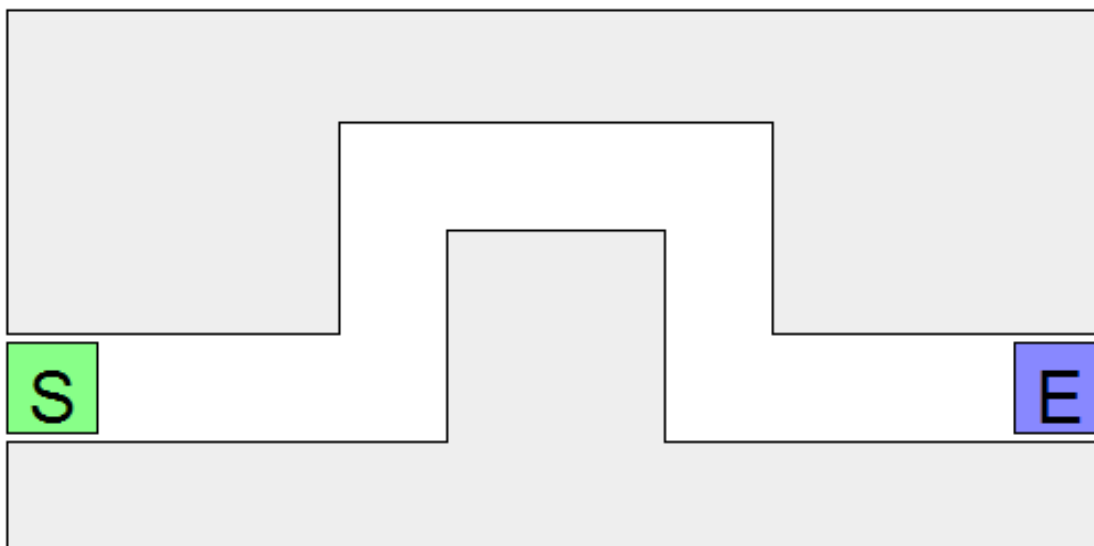# JS-LA LA LAND

Competition

This competition practices unobtrusive JavaScript events and the Document Object Model (DOM). You'll develop a page with a "maze" to navigate with the mouse. You will implement maze.js to implement the maze behavior.

The difficulty is in having the dexterity to move the mouse through without touching any walls. When the mouse cursor touches a wall, all walls turn red and a "You lost" message shows. Touching the Start button with the mouse removes the red coloring from the walls.

The maze walls are 5 div elements. Our provided CSS puts the divs into their proper places.

Make it so that when the user clicks the mouse on the Start square (a div with an id of start), the maze state will reset. That is, if the maze boundary walls are red, they will all return to their normal color, so that the user can try to get through the maze again.

Make the "You won" and "You lost" messages appear in the page itself. The page has an (initially empty) h2 element on the page with an id of status. Put the win/lose text into that div when the user finishes the maze.

Finally, add a scoring system. Users gain 5 points when they win and lose 10 when they lose. The restart button should restart the score also, obviously.

Deliverable: Push your code to GitHub and ping me on slack when you do to track the winner.

Competition Time: 2 hours.

Enjoy the process 😊