I honestly did not document the process. However, I am not knew to JavaScript or game loops at all. I wrote different function to handle keys components of game and added a timer.

```javascript
var score;
var total;
var targetEmoji;
var start_time;
var time;
var right_audio;
var wrong_audio;

function initGame() {
  score = 0
  total = 0
  targetEmoji = null
  start_time = 0
  time = 0
  right_audio = new Audio('right_answer.wav');
  wrong_audio = new Audio('wrong_answer.wav');
}

function resetGame() {
  initGame()
}

function isFaceMatched(face, )(
  return toUnicode(face.emojis.dominantEmoji) == targetEmoji
}

function pickTargetEmoji(emojis) {
  var targetEmoji = emojis[Math.floor(Math.random()*emojis.length)];
  setTargetEmoji(targetEmoji);
  return targetEmoji;
}

function didWinGame(isWinner) {
  if (isWinner == true){
    score ++;
    total ++;
    right_audio.play();
    timestamp = 0
  }else{
    total ++;
    wrong_audio.play();
  }
  setScore(score, total)
}

function runGame(face) {
  if (targetEmoji == null) {
    targetEmoji = pickTargetEmoji(emojis);
  }
  if (isFaceMatched(face)){
    targetEmoji = pickTargetEmoji(emojis);
    didWinGame(true);
  }
}
```