

## Known Bugs

### Index Page:

- The slider needs to be moved at least once to allow the Enter Game button to be pressed, I played around with this a lot but I could make it work the way I needed it to, perhaps next time a different approach is needed.

### Game1:

- With game 1 there are 2 sets of 6 random numbers generated, a private set (the ones you need to guess) and a public set (the numbers that are displayed).  
If for example number 0 on both sets matches, then the game purposely does not turn the 'barrel' green. So you may encounter a situation where you have turned 5 out of 6 barrels green and you get the success message. This is due to the program checking that both arrays are identical and you pass the level.

### Game2:

- The only bug here is once you have guessed a correct letter and you try and enter another letter in the same box it may give a console error. This is because the id of the element is changed to an unknown value, initially it seemed an easy bug to fix but again I think it was the design of the game that prevented me finding the solid resolution, I would probably design this differently next time.

### Game3:

- The seconds on the countdown timer is not 100% accurate once it gets to under 1m30s. The timer can sometimes glitch and reduce the overall time by 30s, I could not get to the bottom of this since I called the `clearInterval()` function each time to clear out any existing timers. Although I do expect it's the method I've used to write the timer function could be causing it.

End