Overall observations for both chapter 4 / 5  
  
Exercise 1: The lurch forward in time is due to not properly handling the pause function. Without an else to handle when it isn’t paused, it increases the time that would be increased when unpaused, so it still runs in the background.  
Exercise 2: Really simple, just changed 58 this’ to snailBait after the prototype function. Was a bit difficult to do initially because I accidentally changed every this to snailBait, even inside the constructor.   
Exercise 3: Converting this to self doesn’t really seem that necessary, since this is already completely functional in 90% of circumstances.  
Exercise 4: Copying the lines for 2/1 and adding two more brackets at the end led to making the 5 second countdown relatively easy. The countdown does have an issue with clicking on and off mid countdown, which starts two countdowns at the same time.   
  
Exercise 1: Easiest thing ever, changing one line of code and adding a new gif to the images folder  
Exercise 2: Modifying two lines of code and changing… two things to block. I couldn’t find chrome in the javascript whatsoever. Not everything works the same, but I don’t know if that’s because I couldn’t find the chrome, or if it was something else.