\*Done In progress Think about it Side topics Unimportant Important

**Reaction Test**

1. Create <Field /> and <Session /> components
2. Add to <Field />
   1. Scores- array of rounds
   2. Div target - to add on click score to array (style it)
      1. Done buy $emit (events pass to parent comp)
   3. Add event listener to push time after target hit
3. Logic to show target and get time
   1. Same as benchmarking functions (startPoint (activeTarget) - endpoint(target clicked)
   2. If clicked early – penalty = 1sec
   3. setLimit – if target wasn’t hit for 5 sec – endSession
4. State management by Pinia
   1. Store for User info
   2. Store for scoreboard
5. Add <Session />
   1. AverageScr should auto calculate by compute()
6. Add <Scoreboard />
7. Add Action to ScoreboardStore. addScore(avgTime) -> checks if avgTime fits in scoreboard and SessionStore.name !== “”, than push to Scoreboard
   1. Create utility function fitToScoreboard(avgTime, array). The function fin if avgTime is bigger that any score, place it and move other scores if necessary (BinarySearch)