\*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 composable function postToLeaderboard(avgTime, array). If new score can be placed into scoreboard then delete last score and post new score to server
      1. Use composed store
8. Add <LeaderboardItem /> to pass object via props
9. Add <Player Form />
   1. If name field is empty – don’t push score to the leaderboard
10. Add theme button to change colors to darker colors
    1. Use provide/inject
11. Some style
12. Some animation