**Code the timer: Overview**

Okay, you know how we're going to use a timer to control the rounds of the game, so let's get the code implemented. We're going to need two new global variables, timer and reproductionTime to store the timer, and set how long we want to wait between generations. We'll add those variables to the top of the code.

Then all we're going to do is call the play function on a timer. This will make sure that as long as the game is going (that is, you haven't clicked the "pause" or "clear" buttons), the play function will get called again and again, and each time, it will compute a new generation of life.

Watch the video in the next lesson, and get the code added to "code.js", and then we'll test!