# Connecting Javascript with HTML

## (Let the fun begin)

### Balls Board (proj name: ball-board)

Start with the given ball-board project, add the following features:

- Every few seconds a new ball is added in a random empty cell
- Show how many balls were collected
- When all balls have been collected, end the game and show a restart button
- Play a sound when collecting a ball
- Count the number of balls in the cells neighboring the player and display it in the header.
  - Note that this number should update when the player moves around the board and when a new ball is added in one of its neighbor cells.
- Add "secret passages" in the walls surrounding the game board.
  - When the gamer travels through the top passage, he reappears at the bottom passage and visa versa.
  - The same behavior applies to the left and right passages.



Collect those Balls
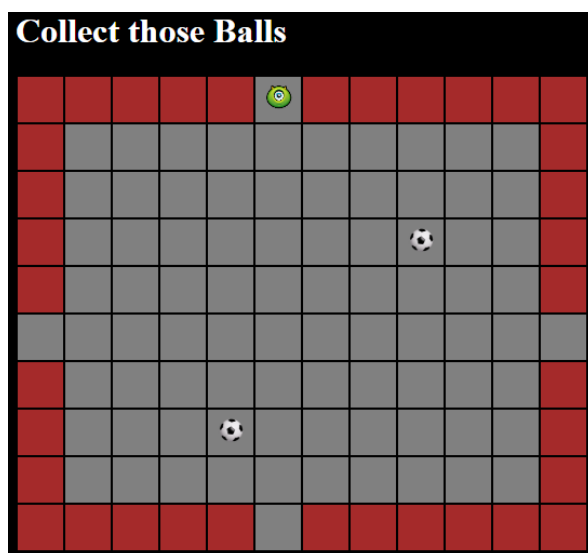
## Add support for GLUE

- Every 5 seconds, a GLUE game element is placed in a random empty cell.
- When the gamer steps in a cell with GLUE inside it, he gets stuck for 3 seconds (cannot move).
- If the gamer doesn't step in the GLUE, it is removed 3 seconds after it was placed in the cell.
- If the gamer steps on the GLUE, it is removed 3 seconds after the gamer stepped on it.