

Create an object called `game` in the `script.js` file. Modify the `game` object:

- Add 2 properties: `lives` - initially 3, and `coins` - initially 0.
- Add a getter called `points` that returns `coins * 10`.
- Add a `playerDies()` method that subtracts 1 from `lives` if `lives` is greater than 0.
- Add a `newGame()` method that sets `lives` to 3 and `coins` to 0.

The `script.js` file includes several `console.log()` statements, which should match the output below if the `game` object works correctly.

```
lives = 3
coins = 0
points = 0
points = 20
lives = 2
lives = 0
lives = 3
coins = 0
```

View the program's output in the browser's JavaScript console.