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.