SIMON SWIPE GAME

STEP THREE:

Implement the stopwatch:

- Start the stopwatch before the first round is played
- Increment the chrono div every second
- Stop the chrono when the game is over

Implement the difficulty level:

- Depending on the level of difficulty, the sequence is played at a variable rate:
  - Level 1: 1000 ms between elements
  - Level 2: 800 ms between elements
  - Level 3: 500 ms between elements

Improve the performance of the click button:

- When the player clicks a button, the background of this button changes to yellow for a small period of time, to let the user know that it has been properly clicked.

Any other improvements over the code will be considered for the final mark