# SIMON SWIPE GAME

## STEP TWO:

Generate the sequence of elements to be played:
- Use a function generateSequence(width, height, level) that will be invoked from the startGame function.
- The number of elements of the sequence will be five times the level of difficulty chosen.
- Use a bidimensional array to store the coordinates of the elements of the sequence. For each element of the array:
  - Use a random function to calculate each of the two coordinates
    
    Math.floor(Math.random() * (max - min + 1))
  - Add the coordinates to the array using the push function

Play the round that the player will have to repeat:
- Use the function playGame() that you defined on step one
- Use a counter variable *roundNr* to define how many elements are to be shown in each round, starting by one and incrementing it by one as the player repeats the sequence successfully.
- Use the Javascript function setInterval(showElement, 1000) to show the elements of the round every one second (1000 ms)
  - Step 3 of the game will modify the seconds depending on the level of difficulty chosen.
- Disable all button events during the process of playing the sequence

Implement the showElement() function:

- This function changes the background colour of the corresponding element in the round to red
- When all the elements of the round (*roundNr*) have been reproduced, stop the interval with the function clearInterval(int), and enable the eventListeners of the field buttons.

Update the function check(), that is invoked when the mouseDown event happens:

- When the left button is clicked (mouseDown):
  - Check whether the coordinates of the clicked button correspond to those of the element in the round

- o If so, increment the *guessed elements number* variable by one, and check if the round is finished (comparing this variable with the *roundNr* variable)
    - If so, increment the score by one and call the function playGame again.
- o If not, the player loses: Disable all events, show a message on the message div and stop the chrono.

Winner!

- When the score equals the length of the sequence, the user wins: Disable all events, show a message on the message div and stop the chrono. Can you think where to do this checking?