

Först har vi dessa konstanter som är grundläggande för spelet.

```
const speed = 2000,  
      apperance = 800,  
      holes = document.querySelectorAll('main article');
```

Sen behöver vi sätta eventListener på våra hål.

```
// Append listener  
holes.forEach(hole => {  
  hole.addEventListener('click', (e) => {  
    let whack = App.whack(e.target);  
    App.evalWhack(whack)  
  })  
})
```



```
let gameLoop = setInterval(() => {  
  App.popUp();  
}, speed);
```

```
let timer = setInterval(() => {  
  App.updateTime();  
}, 1000);
```

Nu fattas något??? Vi behöver göra objectet innehåller funktionerna i app

Så vi gör app-objectet

1:

```
let App = {
```

```
  currentHole: null,  
  molesWhacked: 0,  
  currentTime: 60,  
  hits: 0,
```

2:

```
whack(hole){  
  let whackedHole = hole.getAttribute('data-id');  
  return whackedHole;  
},
```

3:

```
popUp(){
```

```
  // Empty holes  
  holes.forEach(hole => hole.classList.remove('mole'))
```

```
  // Pick random hole to pop up  
  let randomId = Math.floor(Math.random()*holes.length);  
  // register as current Hole  
  this.currentHole = randomId;
```

```
  let el = document.querySelector(`[data-id="${randomId}"]`)  
  el.classList.add('mole');
```

```
  // Just make the apperance short  
  setTimeout(() => {
```

```
    holes.forEach(hole => hole.classList.remove('mole'))  
    this.currentHole = null
```

```
  }, apperance)
```

```
},
```

4:

```
evalWhack(whackedHole){
```

```
    // if hole you clicked equals current hole, then its a hit
    if(parseInt(whackedHole) === this.currentHole) {
        // Hit!
        this.updateScore()
```

```
        // add class to show hit
        document.querySelector(`[data-id="${
{whackedHole}"}]`).classList.add('hit');
        setTimeout(() => {
            document.querySelector(`[data-id="${
{whackedHole}"}]`).classList.remove('hit');
        }, 800)
    }
},
```

5:

```
updateScore() {
```

```
    // +1 on score
    this.molesWhacked++
```

```
    // Update whacked moles gui
    document.querySelector('.moleswhacked b').innerHTML =
this.molesWhacked;
},
```

6:

```
updateTime(){  
  
    // Check if time left  
    if(this.currentTime >= 0) {  
  
        // Update timer in gui  
        document.querySelector('.timeleft b').innerHTML = `${this.currentTime}s`;   
  
        // count down current time  
        this.currentTime--;  
  
    } else {  
        // Game over  
        clearInterval(timer)  
        clearInterval(gameLoop)  
  
        alert(`You whacked ${this.molesWhacked} moles in 60  
sec.`)  
    }  
  
}
```