**Task: Create a JSON-Configurable “Spot the Difference” Game**

**Specifications**

**1. Game Concept**

Build a "Spot the Difference" game where:

* **Two images** are displayed side-by-side.
* **Players** identify differences between the two images by clicking on them.
* **Differences** should be marked on the images as the player identifies them.

**2. JSON-Based Configuration**

* The images and their corresponding differences must be defined in a **JSON file**.
* The JSON file should include:
  + **Paths** to the two images.
  + **Coordinates** or bounding boxes for each difference.

**Example JSON Structure:**

{

"gameTitle": "Spot the Difference - Animals",

"images": {

"image1": "path/to/image1.jpg",

"image2": "path/to/image2.jpg"

},

"differences": [

{ "x": 100, "y": 200, "width": 50, "height": 50 },

{ "x": 300, "y": 150, "width": 40, "height": 40 },

{ "x": 500, "y": 300, "width": 30, "height": 30 }

]

}

* **Dynamic Loading**: The game must dynamically load data from the JSON file.
  + Changing the images or hotspots requires only updating the JSON file.

**3. Game Features**

* **Highlight each difference** as it’s clicked (e.g., draw a circle or bounding box).
* **Score tracking** based on the number of differences found.
* **Success Message** displayed when all differences are identified.

**4. Bonus Features**

* Add a **timer** to track how long the player takes to complete the game.
* Make the game **responsive** for mobile devices.
* Add **sound effects** or animations for better interactivity.

**Submission Guidelines**

1. **Host the Game:**
   * Deploy the game using **Vercel** or any other hosting service.
2. **Submit the Game Files**:
   * Use a **GitHub repository** to store the game files.
3. **Include a README.md File**:
   * Instructions to run the game.
   * Explanation of how the game uses the JSON file.