Let's get on with our soccer betting app ⚽💰!

Continue using the previously used **game** variable.

1. Loop through the **game.scored** array and print the name of each player to the console along with the goal number (example: “Goal 1 - Kroos”)

2. Use a loop to calculate the average odd and print it to the console

3. Print 3 odds to the console, but formatted, exactly like this:

Rate for REAL MADRID victory: 1.48

Rate for draw: 2.53

Rate for BARCELONA victory: 4.25

Get team names directly from the **game** object, don't hardcode them

4. Bonus: create an object called **goalScorers** that contains the names of the players who scored as properties and the number of goals as a value. In this game it will look like this:

{

Kroos: 1,

Benzema: 1,

Mingueza: 1

}

const game = {

team1: 'REAL MADRID',

team2: 'BARCELONA',

players: [

[

'Courtois',

'Vazquez',

'Militao',

'Nacho',

'Mendy',

'Casemiro',

'Valverde',

'Modrich',

'Kroos',

'Vinicius',

'Benzema',

],

[

'Stegen',

'Mingueza',

'Araujo',

'Lenglet',

'Dest',

'Busquets',

'Jong',

'Alba',

'Messi',

'Pedri',

'Dembele',

],

],

score: '2:1',

scored: ['Kroos', 'Benzema', 'Mingueza'],

date: 'Apr 10th, 2021',

odds: {

team1: 1.48,

draw: 2.53,

team2: 4.25,

},

};