Understand the requirements

* Read and understand the requirements of the game.
* Take note of the game objective, probability, features, and other notes.

Plan the game logic and data structure

* Plan the game logic and data structure based on the requirements.
* Determine the necessary data structures, functions, and variables needed to implement the game logic.
* Write pseudocode to help guide the implementation.

Set up the development environment

* Install the necessary tools and libraries to develop the game.
* Set up a development environment with a code editor and web browser for testing.

Create the HTML structure

* Create a basic HTML file with the necessary structure and tags.
* Include the necessary libraries and scripts in the file.

Implement the game logic and data structure

* Create a JavaScript file for the game logic.
* Define the game data structure as an object with properties for the total score, attempts, and events array.
* Write functions to update the data structure for each event and to reset the game.
* Use jQuery to manipulate the DOM to display the game elements, such as the ninja sprite, counters, and buttons.

Implement the game features

* Create buttons for each location and add click handlers to move the ninja sprite to the corresponding location.
* Implement the gold collection logic for each location according to the probabilities given in the requirements.
* Update the counters and log the events for each gold collection event.
* Use Bootstrap tabs to sort and display the log events by All, Losses, and Gains.
* Use Array.filter or Array.reduce Array.map functions to compute the total gains and total losses.

Test and debug the game

* Test the game to make sure it works as intended.
* Debug any errors or issue that arise during testing

Set up the initial interface:

* Display the title of the game "Ninja Gold"
* Display the ninja sprite in a central location
* Display a counter for the number of attempts
* Display a counter for the total gold earned
* Display a log area to show the events
* Display buttons for the four different locations (cave, house, goldmine, casino)
* Display a reset button to start the game over

When the player clicks on a location button:

* Move the ninja sprite to the location corresponding to the button clicked
* Generate a random number to determine the outcome of the location
* Display the outcome in the log area, including the time, location, and amount earned/lost
* Update the counter for the number of attempts
* Update the counter for the total gold earned
* Check if the player has reached 250 gold or if they have used up all 20 attempts
* If the player has reached 250 gold or used up all 20 attempts, end the game and display a message with the final score
* If the player hasn't reached 250 gold and has attempts remaining, allow them to choose another location

When the player clicks on the reset button:

* Set the counter for the number of attempts to 20
* Set the counter for the total gold earned to 0
* Clear the log area
* Move the ninja sprite back to the central location

Repeat steps 2 and 3 until the player chooses to end the game or reaches 250 gold.

End the game and display a message with the final score.

Allow the player to start a new game by clicking the reset button.