var startGame = onload = confirm("Are you ready?")

var score = 0;

var points = 0;

var level = 1;

var miss = 0;

var sec = 60;

var playPlace = document.getElementById("clickMe");

function start\_timer() {

if (startGame) {

var timer = document.getElementById("my\_timer").innerText = sec;

if (sec <= 60) {sec--};

if (sec == 0) {

clearTimeout();

alert("Game Over!");

location.reload();

return;

}

document.getElementById("my\_timer").innerText = time;

setTimeout(start\_timer, 1000);

}

else {

return false;

}

}

document.addEventListener("click", function (event) {

switch (score){

case score <= 100:

level = 1;

break;

case score <= 200:

level = 2;

break;

case score <= 300:

level = 3;

break;

case score <= 400:

level = 4;

break;

case score <= 500:

level = 5;

break;

}

var pointAdd = level \* 10;

var pointMiss = level \* 1;

if (playPlace.contains(event.target)) {

console.log("V");

console.log(pointAdd);

score += pointAdd;

console.log(score)

document.getElementById("currentScore").innerText = score;

}

else {

console.log("x");

score -= pointMiss;

console.log(score)

document.getElementById("currentScore").innerText = score;

}

})

playPlace.addEventListener("mouseover", function () {

setTimeout(function () {

playPlace.style.left = Math.floor(Math.random() \* 890) + "px";

playPlace.style.top = Math.floor(Math.random() \* 300) + 'px';

}, 2000);

})

start\_timer();