Exercise 1:

* Resuming the game is really jarring and confusing when the game doesn’t account for the pause and ensure the game picks back up where it left off, or at least close to it.

Exercise 2:

* Went and rewatched lecture to check on class-examination of exercise
* Replaced all iterations of the **this** keyword in the constructor and prototype; the game no longer run. As reviewed in the lecture, the **this** keyword used in the constructor and prototype do not always refer to the **SnailBait** object.

Exercise 3:

* Making the self variable did seem like it worked smoothly and was more potentially modular than the previous reference to the **snailBait** instance of the variable.

Exercise 4:

* Adding two seconds to the countdown was a practice in keeping track of what was indented under what; I can’t help but imagine that a function could save a few lines of code and/or some confusion. Would be a potential area for refactoring.