Use Case

1. User loads a page
2. User clicks on the start button
3. User picks a game mode
4. User starts playing the game

Interactions:
- User selects a game mode > provide buttons to select mode
- Game mode options > easy = 6 circles and hard = 9 circles
- User wants to change color options> provide change color option. button User wants to play again > play again button

Psuedo-code:

- Circle array to run a loop across all the circles present in the array.
- Matched the background color of each circle to its corresponding index in the colors array.
- Start by defining what the default color picked by the game will be, with the then we run our **for loop** which lets us go through the array of color options.
- Then enable the **click events** on each and every color option. We do this using a **callback function.**
- Now have both colors: one that was selected by the game and the other by the user. All that's left is to match and see if the choice was correct or not.
- By using the **if-else** block, If the choice is correct, then do this, or else do something else
- If the correct color is selected, we add some text on the page to confirm the correct choice and add some visual effect to reconfirm. Else we match the color of that particular color option to match the background color of the page