

1. Change onclick of myrestartbutton to startGame(). Then in startGame() function, set myrestartbutton.onclick to restartGame.
2. In myGamePiece = new component(30, 30, "red", 10, 75); change from "red" to "blue". And in
myObstacles.push(new component(10, height, "green", x, 0));
myObstacles.push(new component(10, x - height - gap, "green", x, height + gap));
change from "green" to "yellow".
3. Add this tag to the body section
<button id="pause" onclick="myGameArea.pause = !myGameArea.pause;">pause</button>
4. I add 1 more attribute name hit initially equals to 0. Changes code in
updateGameArea function when there is a collision instead of making the game stop
I increase the hit variable by 1. And add if statement to check whether the hit
variable is >= 3. If it is, do like the original code and reset the hit, if not, clear the
obstacles by myObstacles = [];