Progress and Difficulties encountered (and some resolved):

1. Was not sure how to animate circles with canvas
   a. Found canvas difficult to work with, hence consulted youtube for help
   b. Solution: used keyframes in CSS and changed visibility to make circles appear and fall
   c. Was not sure how to create circles using canvas, hence created it outside of code as a PNG image → will update the color scheme and appearance to a nicer one
2. Timeout function for "time's up" prompt is still not showing, am not sure why
3. Still cannot figure out the pause music function
4. Not sure if it's possible to add consistent bg music for the entire game