Computational Thinking for Game

1. **What can the user do?**

Circles will randomly appear and users have to click on the circles before it disappears.

2. **What does the program do for each user action?**

Upon clicking on the circles, the circle disappears and the user gains a point. If the users are unable to click the circle before it disappears, the user will not score the point. The final score will be computed at the end of the game.

Difficulties encountered (and some resolved):

1. Didn't know how to animate resizing of canvas objects
2. Couldn't get JS to play music and turn off music
3. Wanted to flash "3 2 1 Start!" before the start of the game but was not sure how to do this without adding many HTML pages
    a. Solution: I can use a setTiimeout or setInterval function but I haven't managed to get it to work yet
    b. I can also use style.visibility to hide the other aspects of the countdown when it is not supposed to appear
4. Haven't managed to successfully animate circles in canvas yet, might just use circle pngs and make it appear at random instead
5. Don't know if I can use an event listener to listen to the ending of the game's audio
    a. Solution: haven't coded yet but can possibly use addEventListener("ended", (event) => {});
6. Not sure how to track the number of missed clicks → need to find out how many total circles are in the game maps but don't know if I will be able to track it out if I let the circles be randomly generated