**[Project 7](https://courses.cscc.edu/webapps/assignment/uploadAssignment?content_id=_7831579_1&course_id=_116601_1&assign_group_id=&mode=view)**

**Due by 12/14 by Midnite**  
  
In this project, you will complete the entire game. Be certain to read the bulleted points below to ensure you have completed all of the required functionality.

1. Copy ALL of the contents in the public\_html/csci2447/project6 folder into the public\_html/csci2447/project7 folder. *This ensures that you will not overwrite your work for the previous project. You will do this for each project from here on out. If you do not do this, there is no way for me to grade your previous project.*
2. (25 pts) One of the few tasks which remains is to make the randomly appearing moles, disappear at random! Each randomly added mole should also disappear after a separately random time. There are several techniques which would solve this problem. Any will do. One such method requires you to generate unique IDs dynamically. See the  [citWebDev article](http://citwebdev.cscc.edu/?page_id=803" \t "_blank) for more information.
3. (25 pts) Add code to ensure that all of the game events stop as soon as time runs out. This includes but is not limited to: the timer, the adding of moles, and the click-ability of moles. This part is important because the game must end at some point. Your timer should not count below 0 seconds. See bullet list below.

By then end of this project, the game should be totally functional. Your game should do the following:

* A mole should disappear when clicked.
* Multiple moles should appear at a timed interval randomly around #gamespace.
* The timing of the moles appearing should be randomized now.
* The timer should stop decrementing once time has run out.
* The score increments when you click on a mole.
* The moles should disappear random without user interaction. This makes the game more difficult.
* Once the game is started, you want to turn off the click ability of the button. Once the game is over, the button can be clicked to start a new game.
* Moles should not be visible on the #gamespace or should not be clickable **after time runs out**.
* Once the game ends, an alert will appear indicating the score. It is possible to refresh the page once the viewer clicks the ok button. It will allow the user to start over again.
* Make sure to utilize clearTimeOut, if you utilized any setTimeOut methods.

**There are no files to submit via Blackboard, only to the server. You must also submit a URL pointing to Project 7** (eg. http://citwebdev.cscc.edu/~<<username>>/csci2447/project**7**)**. You will not receive a grade unless you do so.**