const SCORES = 'scores'

const button = document.querySelector('#button')

const start = document.querySelector('#start')

const result = document.querySelector('#printReactionTime')

const playagain = document.querySelector('#playagain')

let scores = JSON.parse(localStorage.getItem(SCORES)) || []

let reactionTime = 0

const newGame = () => {

  start.innerHTML = "Aloita"

  start.style.display = 'block'

  button.style.backgroundColor = ""

  info.innerHTML = ""

  playagain.innerHTML = ""

}

newGame()

start.addEventListener('click', () => {

  button.style.backgroundColor = "rgb(171, 57, 57)"

  info.innerHTML = "Paina, kun väri muuttuu vihreäksi"

  start.style.display = 'none'

  createdTime = Date.now()

  let randomtime = Math.floor(Math.random() \* 5999) + 1000

  let timeout = setTimeout(() => {

    button.style.backgroundColor = "rgb(43, 202, 74)"

    info.innerHTML = "Nyt!"

    button.addEventListener('click', () => {

      clickedTime = Date.now()

      reactionTime = (clickedTime - (createdTime + randomtime)) / 1000

      const newScore = reactionTime

      scores.push(newScore)

      console.log(scores)

      if (scores.length >= 10) { // Tallennetaan top-10

        scores.sort((a,b) => a-b) //Järjestää paremmuusjärjestykseen

        scores = scores.slice(0,10)

      }

      localStorage.setItem(SCORES,JSON.stringify(scores))

      info.innerHTML = "Reaktioaikasi on: " + reactionTime + " sekuntia"

      button.style.backgroundColor = "rgb(171, 171, 171)"

      playagain.innerHTML = "Pelaa uudelleen"

      start.style.display = 'none'

      playagain.addEventListener('click', () => {

        reactionTime = ""

        //clearTimeout(timeout)

        newGame()

      })

    }, { once: true })

  }, randomtime)

})