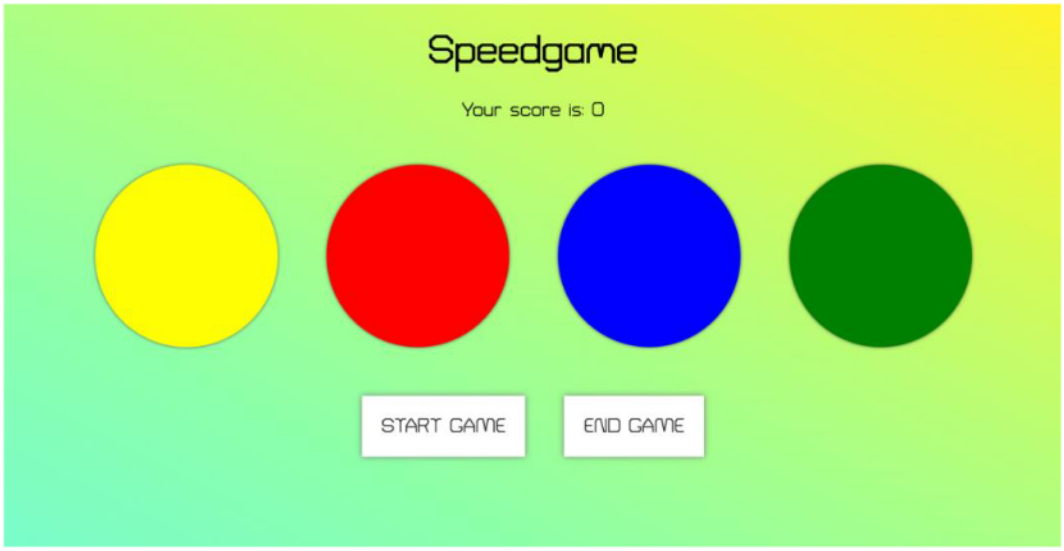
Your task is to create similar **SPEEDTEST** by using React.js

1. Create new React app
2. Clean your app
3. Update **App.js** to have a class component
   - Add heading
   - A placeholder for score
   - Buttons for start and end game
4. Make overall **CSS** changes
   - Add gradient background
   - Change font (use playful font)
   - Style also buttons
5. Create a new separated function component: **Circle.js** and connect it with App.js
   - Make circles using Circle.css
   - Show min 4 circles on application (use map())
6. Make **circles clickable** and **update score** by state
   - State -> score: 0
   - clickHandler -> setState - this.state.score + 10
   - connect clickHandler with circles -> {props.clicks} and {this.clickHandler}
   - pass circle number to clickHandler -> use data passing to event handler (binding)
   - show updated score in score placeholder -> see step 3.
7. **Finding random number** for random circle highlight
   - You need a random number from 1-4 (or how many circles you have) -> https://www.w3schools.com/js/js_random.asp
   - Add state -> current: 0
   - Use ***Do While* loop** for finding a number which is 1-4 but not same as it was previously
   - Use setState for that number generated randomly -> setState - current : nextActive
8. **Add timer for random numbers** (use for example setTimeOut method)
   - Define speed and timer
   - add start handler
   - add end handler -> use clearTimeOut
9. **Colours changes** (use inline styling and conditional rendering)
   - Add **different colours for all circles** -> check is circle default or active (the random number we created) and use active colour or inline style background colour
   - Add **highlight colour for active circle** -> add class in CSS for active state (for example default is „.circle“ but in active phase it is „.circle .active“)
10. Create **GameOver.js** function component and connect it with App.js
    - Create **overlay**
    - Create a **popup box**
      - Add Heading
      - Add Score
      - Add close button
    - **Style** GameOver view
11. By using true/false state, **hide GameOver component** until endHandler is triggered
    - State -> showGameOver: false

- Add trigger -> endHandler setState - showGameOver:true
- Wrap component in JavaScript code which checks is state true or false

12. Add **right circle click check**
    - If the randomly generated number and circle ID does not match, then endHandler will be triggered
13. Add **rounds to end the game after five rounds** (if the player does not click five rounds then the game will end)
    - State -> rounds: 0
    - setState – this.state.rounds + 1
    - Add round check -> if more than five then endHandler will be triggered
    - Add in clickHandler setState which will clear rounds if the user clicks circles.
14. **Disable Start button** during the game
    - Use disabled attribute on button element which is checking is the state true or false
15. **Disable circle clicks** before game starts
    - Use inline styling
16. Add **styling of your choice**. Here is an example of one possible design:



17. Add sounds to every circle click and an image to for active circle.
18. Add **screenshot** from your application and add it to readme file.

Make GitHub commit

This game is a great way to use your knowledge about **function and class components**, how to use **props and states,** and how to **style your application**.

Well done!