1. Set up random generator for number between 111 and 333

* Create 3 variables, each for each digit
* Create a random value for each digit between 1 and 3.
* Place these 3 numbers in the correct spot

1. Set up win and lose condition

* When counter is equal to 0 = lose
* When the player input all the correct number = win

1. Set up lose and win scenarios

* Create inner.html for each win and lose and change them when one of the conditions is met.

1. Set up a score

* Changes inner.html each time the player wins

1. Set up a log of events

* For each input the player submit, the program automatically record the number and add to a variable

1. Build a clock that counts down from 7 to 0

* Create inner.html for for the clock and change it each time the player press the submit button.

1. Build 5% chance of random situation

* Notify the player by setting up an inner.html to change the text

1. Build a reset button

* Initialize the whole program by resetting all necessary value back to 0 or nothing.

1. Build a clear button

* Resetting the the 3 variables to 0

1. Build a submit button

* Check the player input for each variable
* Check if the condition is met, if so, run the scenario