1. HTML – make container for 6 squares
2. Make HARDEST GAME title
3. CSS – body background to #232323, margin 0
4. CSS – make squares width 30%, background green, padding bottom 30%, float left, margin 1.66%
5. CSS – container margin 20px auto, max width 600px
6. JS – var numSquare 6
7. JS – var colors generaterandomcolors in numsquares
8. JS – var squares select all squares
9. JS – loop through squares – var clickedcolor = this.style.backgroundcolor, if clicked… else…
10. Function changeColors(colors) – loop square[i]
11. function changeColors(colors){
12. for(i = 0; i < squares.length; i++){
13. squares[i].style.backgroundColor = colors;
14. };
15. }
16. //picks random number
17. function pickColor(){
18. var random = Math.floor(Math.random() \* colors.length);
19. return colors[random];
20. }
21. //generates random number
22. function generateRandomColors(num){
23. var arr = [];
24. for(var i = 0; i < num; i++){
25. arr.push(randomColor());
26. }
27. return arr;
28. }
29. function randomColor(){
30. //pick a red green and blue number from 0-255
31. var r = Math.floor(Math.random() \* 256);
32. var g = Math.floor(Math.random() \* 256);
33. var b = Math.floor(Math.random() \* 256);
34. return "rgb(" + r + ", " + g + ", " + b + ")";
35. }

11. HTML – add colorDisplay in RGB h1 and line breaks

12. CSS – add details

h1 {

text-align: center;

line-height: 1.1;

font-weight: normal;

color: white;

background: steelblue;

margin: 0;

text-transform: uppercase;

padding-top: 20px 0;

}

13. JS – var h1 select

14. add h1. Style backgroundcolor to when currect color is pressed, change h1 background

15. HTML – add id color display on RGB

16. JS – make var color display and select it

17. HTML – add a reset button to new div