Crystal game HW

Create a game with:

// Target number randomly generated 19-120 that displays on page.

// 4 buttons that each get assigned a random value, 1-12, that do not get displayed on the page.

// Scoreboard that shows: wins = x, losses = x, and after each game says you win! or you lose!

// Scoreboard that displays sum of numbers assigned to each button when clicked

Object of game

// player will be given a random target number 20-120 that is to be reached by clicking on the 4 buttons with unknown random values (1-10). The player must reach the exact target number for a win. Otherwise, if they go over the value of the target number it is counted as a loss.

Pseudo code: