1. Setup sections
   1. Counters
   2. Coding
   3. Main Section?
   4. HTML and .css and .js files (links)
2. Title and Instructions
3. Randomizers
   1. Randomly generated number in green box
   2. Randomly generated numbers behind the four gem clicks
      1. If first time in, set flag to “first” and capture the first number
      2. If +first time in, check fl
4. Score display (in its own box)
5. Wins/Losses counters

To-dos

1. Remove unneeded counters
2. Make sure the number to match is more than one digit (greater than 20/less than 100)