**Instructions:**

**Create a golf game:**

1. **Game**
   1. **Two players**
   2. **One hole**
   3. **100 yards away**
   4. **Par – 5 (maximum allowed strokes)**
   5. **Keeping score:**
      1. **Par: 5 strokes**
      2. **Birdie: 4 strokes**
      3. **Eagle : 3 strokes**
      4. **Double Eagle: 2 strokes**
      5. **Hole-in-One: 1 stroke**
   6. **The player with the fewest number of strokes is the winner**
   7. **Players take turn to make the hole**
2. **Players**
   1. **First Name**
   2. **Number of wins**
   3. **Number of Losses**
3. **Keep the game data in the local data store**

* Define a canvas on the HTML. The background of this canvas should be the image below. You need to know the location of the hole on the canvas. The distance between the ball and the hole is 100 yd.
* How the game is played? A click on the ball represents 1 stroke. With each stoke the ball moves from point A to point B. How far the ball moves with each stroke is a random number between 0-100 yd.
* The game is won when the ball reaches within 10px of the hole.
* You are free to choose valina JavaScript or jQuery to manipulate the DOM.

