Pseudo Code:

# Getting Started with Level1:

* I’ll have level1.html as the main homepage, linked to script1.js & style1.css
* We’ll start by defining the game board. It’ll be a hidden grid. The background will be a jewelry artisan workspace.
* There will be a needle image as a head of the thread to collect the beads.
* The beads will appear randomly on the main game board.
* The needle will move forward every certain time period & take movements by keyboard (to it’s left & right depending on its direction)\
* The collected needle will be attached to the thread.
* Once the required number of beads is collected for the level the user should intersect the needle with the end of the thread
* The user should collect 10 beads to finish.

## Level 2

* I’ll have level2.html, linked to script2.js & style2.css
* The same functionality from level1.
* The number of beads needed will be more in this level by 5 bead.
* The speed of the needle will increase.

## The (Bonus level) << This will be once everything works out.

* I’ll have level3.html, linked to script3.js & style3.css
* Same functionality.
* Different type of beads will appear, some will take different space of the thread.
* Beads needed will increase by 5 more.

## Functionality needed:

* A function to randomly show the beads on the game board once starts. Changing the content of a location randomly. Math.random()
  + (I might check the possibility of changing the location if it wasn’t collected after certain time.
  + To stop appearing once the number collected.
* A function to run the needle with time (A timing method).
* A function to collect the bead.
* A function to increase the necklace by the added bead.
* Winning situation: intersecting with the end once the number of beads required collected.
* Failed situations:
  + the needle going back on itself, losing the beads.
  + The needle intersect with the thread before collecting all the beads.

## Graphical requirements:

* The needle & thread.
* The jewels.
* The artisan workspace