SigTuple - Front End Problem Statement

Develop a game with the following features:
1. A board of NxN with all cells coloured light grey.
2. There should be a score, high score, timer (starting from 120 seconds to 0) components.
3. High score should be persisted even if the browser is restarted.
4. Board size should be configurable based on the level of game selected by the user on UI.
    ➢ Easy: 3x3
    ➢ Medium: 4x4
    ➢ Hard: 6x6
5. On game start, in every 1 second, a randm cell is highlighted in green for 1 second.
6. If the user clicks the highlighted cell then score is incremented by 1.
7. If the user clicks any unhighlighted cell then score is decremented by 1.
8. If the score goes beyond high score then high score is updated.
9. When timer becomes 0, an alert should be displayed with message 'Game Over !!!' and on click of OK on alert, game should be restarted.
10. There should be a button to restart the game.

Evaluation Criteria:
   Primary focus:
      1. Approach
      2. Logic
      3. Code quality

   Bonus points:
      1. Solution with a fully done UI
      2. Using package managers, etc.
      3. Using vanilla HTML, JS and CSS (you are allowed to use framworks but vanilla code will fetch you extra points)
      4. ES6

Good luck!