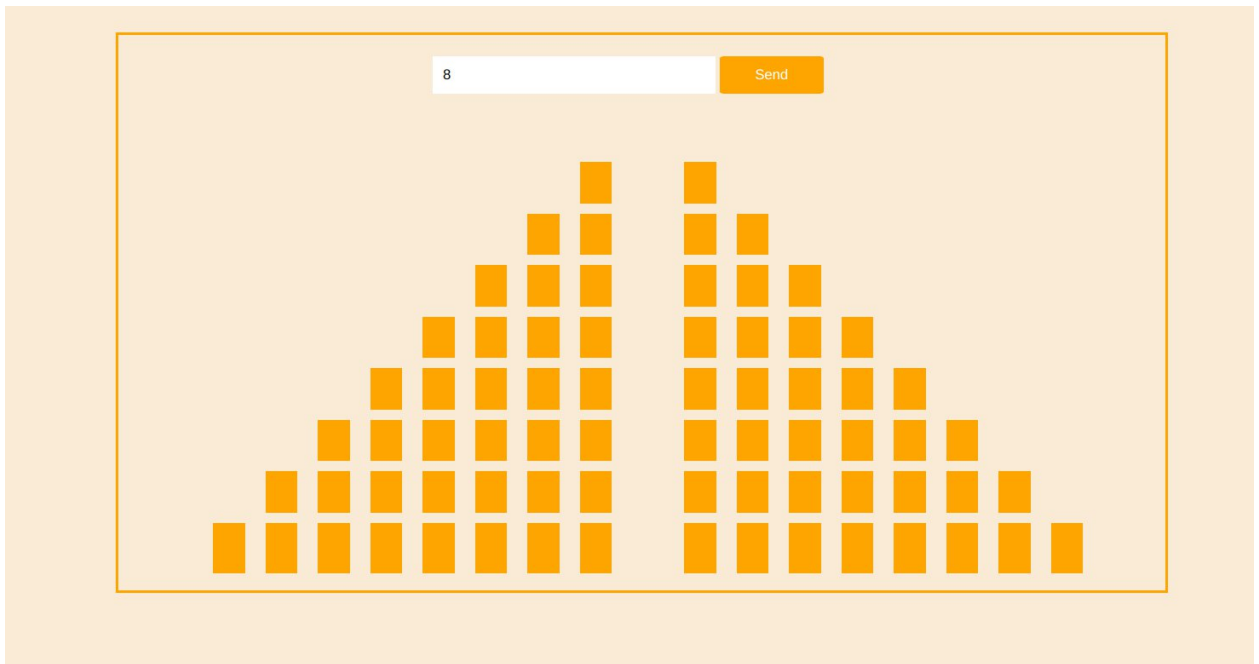


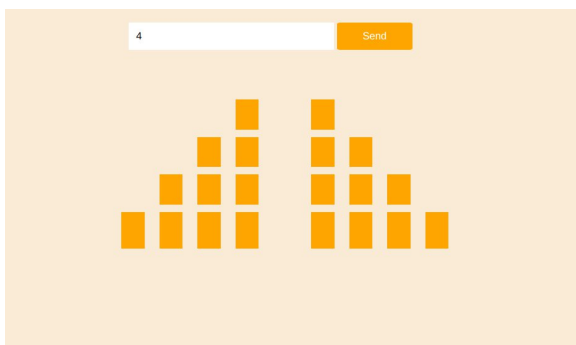
## Mario



**Note:** This design is for insight. You're free to use or modify it as you desire.

**Description:** This project is an implementation of blocks in the **Mario** game. Your program should take a number between 1 and 8 as input from the user. Based on that number, it should generate the blocks in accordance.

**Example:**



In the screenshot above, the user entered 4 and it generated the blocks on 4 lines.

**Explanation:** The blocks are divided into two sides, left and right. The same number of blocks on the right is the same on the left. Each side starts adding the blocks from the center of the page.

On each side, the first line has only one block, the second line has two blocks, the third line has three blocks, the fourth line has 4 blocks and if there are subsequent lines, they follow the same pattern.

**Important:** The user cannot enter a number above 8 or below 1.

**Instruction:**

1. Create a repo called "mario" in your GitHub account
2. Clone the repo to your machine
3. Create the following files in the cloned repo: index.html, style.css, & script.js and link them
4. Create a function called "build" that takes a parameter "number". The parameter should be a number. This function when called, should create the mario blocks based on the number.
5. The number must be between 1 - 8
6. Design your project
7. Test and make sure it's working
8. Push the project to GitHub, create a GitHub page, and share the link in the group