

```
1
2 var score = 0;
3 var timeLeft = 30;
4 onEvent("startButton", "click", function() {
5     setScreen("gameScreen");
6     startGame();
7 });
8 function startGame() {
9     setText("scoreLabel", "Score: " + score);
10    setText("timerLabel", "Time Left: " + timeLeft);
11    moveTarget();
12    timedLoop(1000, function() {
13        timeLeft--;
14        setText("timerLabel", "Time Left: " + timeLeft);
15        if (timeLeft <= 0) {
16            stopTimedLoop();
17            endGame();
18        }
19    });
20 }
21
22 function moveTarget() {
23     var x = randomNumber(50, 250);
24     var y = randomNumber(50, 400);
25     setPosition("targetButton", x, y, (20, 50), (20, 50));
26 }
27
28 onEvent("targetButton", "click", function() {
29     score++;
30     setText("scoreLabel", "Score: " + score);
31     moveTarget();
32 });
33
34 function endGame() {
35     setScreen("endScreen");
36     setText("finalScoreLabel", "Your Score: " + score);
37 }
38 onEvent("restartButton", "click", function() {
39     score = 0;
40     timeLeft = 30;
41     setScreen("homeScreen");
42     startGame();
43 });
44
```