

```
<!DOCTYPE html>
<html>
<head>
<title>Bugs - Complete</title>
<style>
#bug { position:fixed;
top: 200px;
left: 200px;
transition: width .5s, height .3s;
cursor: url(cursor.png) 30 30,crosshair;
}
#counter {
background: #FFF;
z-index: 6;
position: fixed;
left: 45%;
width: 200px;
bottom: 0;
border: 1px solid #000;
padding: 10px;
font-size: 22px;}
#counter p {
text-align: right;
}
html {}
</style>

<script>

var width = window.innerWidth
var height = window.innerHeight
console.log("window width: "+width+" and height: "+height)

function changeImage() {
var image = document.getElementById('bug');
image.src = 'bug-splat.png';
console.log(image.src)

setTimeout(function(){
image.src = 'bug.png';
var imagePosition = image.getBoundingClientRect()
topPos = imagePosition.top
leftPos = imagePosition.left

if (topPos > ( height/2) + 100) {
image.style.top = topPos -200+"px"
} else {
image.style.top = topPos +200+"px"
}
image.style.left = 300+"px"
}, 500);

console.log(image.src)
}

</script>

</head>
<body>


<div id="counter"><p>Your Score: <span id="scoreboard"></span></p><p>Time Remaining: <span id="timer">30</span></p></div>
</body>
</html>
```