



## Prueba técnica UrulT

A continuación se plantea la construcción de un juego simple, para el cual se dispondrá de 3 días calendario para implementarlo.

El entregable de esta prueba deberá ser el código fuente en un archivo zip que contenga un archivo readme.txt que explique como ejecutarlo.

El juego deberá implementarse completamente con **angular.js**. Se podrá utilizar cualquier tecnología/librería adicional (ej. Bootstrap, Foundation, etc.)

### A continuación la especificación del juego en inglés:

In the "game of drones" there are 2 players trying to conquer each other.

Players take turns to move, and moves are basically 3: Paper, Rock, Scissors. And just like the game "Paper, rock, scissors", each move "kills" another move.

Like so:

Paper beats Rock

Rock beats scissors

Scissors beat Paper

The first player to beat the other player 3 times, wins the battle.

### We would like you to create a web site with:

1. a Start button to begin the game
2. Players are asked for their names. (only 2 players)
3. The game begins and each player is asked to choose one of the 3 moves.
4. First it asks player1, then player2, and the system computes the result of the play.  
(The game happens on the same computer for both players. It is not required to create a true online game. 2 players share the computer, and the system asks each player for their move assuming the other player looks away while the other selects the move)
5. this repeats until one of the players wins 3 times. This is the winner of the game.
6. the result of each round should be displayed somewhere in the screen... so that players know what's the total score.
7. once a game is finished, the start button is displayed again so that a new game can be played.

The result of a game should be stored somewhere to keep track of games won by each player. So basically we would like to know how many games a player has won.

For the bonus part, it should be possible to change the "moves" in runtime. This means that after a game completes, one could change the default move rules and have more moves added or change the way each move "kills" the other. We are interested in a simple solution easy to implement.

We do not encourage to use an XML file but to give an example to illustrate, a typical game could be described by the following xml file:

```
<moves>
<Paper kills="Rock" />
<Rock kills="Scissors" />
<Scissors kills="Paper" />
</moves>
```

But one could change that to:

```
<moves>
<Paper kills="Rock" />
<Rock kills="Scissors" />
<Scissors kills="String" />
<String kills="Dog" />
<Dog kills="Paper" />
</moves>
```

In this scenario it could happen that no player wins a round. In that case nothing happens and the game continues to the next round.

Here is a mock of each screen. You are free to modify the look and feel of the screen as you please.

To start a game, the system asks for the name of each player.

Enter Player's Names

Player 1

Player 2

The game starts with Round1. The system asks Player1 for a move. Replace [Player1 Name] with whatever name was input in the previous screen by player1.

Round 1

[Player1 Name]

Select Move:

This is a screenshot of a game interface for Round 1, Player 1's turn. The interface is displayed on a grid background. It features a title "Round 1", a label "[Player1 Name]", a "Select Move:" prompt, a text input field containing "Rock", and an "Ok" button.

After player 1 selects a move, then the system asks player 2 for a move (same round)

Round 1

[Player2 Name]

Select Move:

This is a screenshot of a game interface for Round 1, Player 2's turn. The interface is displayed on a grid background. It features a title "Round 1", a label "[Player2 Name]", a "Select Move:" prompt, a text input field containing "Rock", and an "Ok" button.

Winners of each round are displayed somewhere on the screen. Here we see Round3, and to the right the score of the previous rounds:

|                |                |
|----------------|----------------|
| Round 3        | Score          |
| [Player1 Name] | Round          |
|                | 1              |
|                | 2              |
|                | Winner         |
|                | [Player1 Name] |
|                | [Player2 Name] |
| Select Move:   | Rock           |
|                | Ok             |

When a player reaches 3 wins, she is the winner, and the following screen displays:

|                                     |
|-------------------------------------|
| We have a WINNER!!                  |
| [Player 1 Name] is the new EMPEROR! |
| Play Again                          |

Clicking the Play Again button, the systems takes you to the first screen.