Tools

## TASK

Let’s implement the famous kid game! Everybody knows the rules:

- Scissors beats a paper,

- Paper beats rock,

- Rock beats scissors.

- And we play up to three wins!

**Interface:**

- On the page, you should show game rules and heading‘Let’s play!’

- After there should be three buttons - Rock, Paper, or Scissors.

- And ‘Reset’ link.

**Interaction:**

- After pressing one of the buttons game is started.

- The result of every step we should show after buttons. It should look like:

“Round 1, Paper vs. Rock, You’ve WON!”

or “Round 2, Rock vs. Paper, You’ve LOST!.

- And after three wins or three losses, you should show the final result who is the winner.

- Pressing reset button should clear game data and previous results on the page.

**REQUIREMENTS**

- Use **Yarn** to install dependencies.

- Use **Webpack** to handle the build process.

- Styles should be written using **Scss** in 2 or more files. Should be compiled to one \*.css file.

- JS should use **ES6** (use arrow functions). The source code should be **located in 3 or more different .js files**. Should be **compiled to one** minimized, ES5 app.js.

- All images should be compressed.

- package.json file should have 2 scripts:

* build - for compiling all the project,
* serve - for development, to run development server and watch all file changes (\*.html, \*.scss, \*.js).

- Add **linter/prettier** to the project