

TEST-TASK -> Frontend/ JS

details

2. TECHNICAL SKILLS WEB DEVELOPMENT

2.1 EXERCISE 1: CITIES QUIZ

- Build up a responsive HTML Game that works on desktop and mobile browsers. Choose the best suited JavaScript framework for this game
- Use the given JSON to provide a list of cities (embed the JSON structure in your HTML)
- Find the right location of each city as latitude / longitude values and extend the JSON file
- Test it on a mobile device and give a list of browsers / devices you have tested your game on
- Explain how you would store the high score
- Explain what you would do better

You shouldn't work longer then 8h on this project.

2.1.1 Game description

The player will see a map of Europe without Streets + Cities (Only Country-borders). Its mission is to find the right location to the city name on this map. After placing the needle pin, the game will show you the right location of the city and the difference of your needle pin and the city in kilometres. If it is in around 50km of the city, the selection will be defined as "correct".

2.1.2 Games logic

In the beginning, the player has a predetermined score of 1500 that symbolizes kilometres. At each round the difference between position of the city and your needle pin are reducing your score.

2.1.3 Game end

The game ends when no kilometres are left.
The high score is the amount of cities you have found.

