

## Test task specification:

Your test task is to create a React app, in Typescript. The task is to make a scissors, rock, paper game, with the ability to bet on the winning position.

### Specifications

A player will start with a balance of 5000.

### Description

- There should be three betting positions, rock, paper, scissors.
- Player starts with a balance of 5000.
- Player can bet on rock, paper, or scissors, but not on all three at the same time.
- The bet is reduced from the balance.
- When betting done button is clicked, the computer runs a random paper, scissors, rock match.
- Player choice should be compared to computers choice and only one bet can win – every tie counts as loss
- If player bets on one of them and wins, the return is 14 times the bet.
- If player bets on two of them and wins the return is 3 times the bet.
- After round ends the return adds to the balance
- Player cannot bet if player has less balance than available for bet.
- Each bet should be 500 (player can place several bets on one position: 500, 1000, 1500 etc)

NB please keep in mind that title ROCK vs PAPER on the second screen means “computer choice ROCK versus player choice PAPER” — not ROCK bet vs PAPER bet.