SpinPlay Coding Test

# Summary

* Create a bonus game from scratch using javascript and HTML
* The game should follow the design given below.
* We recommend using PIXI.js and any other libraries you find useful. Please note your sources if you borrow any code. The goal of the test is to show us how you approach implementing a design, so the bulk of the code should be your own.
* You may use the provided art and sound assets. You don’t have to use all the assets.
* Send us a zip file containing your source and a dist folder that we can run on a bare-bones web server.
* This exercise should take less than 8 hours.

# Design

* UI (overlayed on all screens)
  + Displays credit balance
* Title Screen
  + Title
  + Button
    - Triggers simple transition to bonus screen
* Bonus Screen
  + “PRESS TO SPIN” - displayed at start
  + Wheel has 8 equal-sized slices
    - Each slice displays a credit value
    - Clicking sound while spinning
    - Stopping position determined by a weighted table (see math)
  + Win celebration
    - Wheel landing sound
    - “YOU WON X CREDITS!” is displayed
    - Credit Balance in UI rolls up
  + After celebration
    - Simple transition back to title screen
* Debug Control
  + Some way to force the intended wheel stop position while debugging
* *You may add extra features if you want to show something you’re good at (eg. coin particle system, tween animations, build automation, loading config from file, whatever)*

# Math

|  |  |
| --- | --- |
| **Credits** | **Weight** |
| 5000 | 4 |
| 200 | 100 |
| 1000 | 20 |
| 400 | 50 |
| 2000 | 10 |
| 200 | 100 |
| 1000 | 20 |
| 400 | 50 |