

# SWA1 A23 Course Assignment 3

## Match3 game

Complete the match three game from course assignment 2 with the following features:

- Playing the game
- Keeping score of the game (you decide the rules)
- Ending the game (you decide the rules – for instance maximum number of moves)
- Login/logout
- Create user
- Update profile
- High score list (completed games only)

Use the provided server to keep track of users and games (see attached documentation).

Your application should have the following screens:

- Login/Create user – make it the way you like
- Profile – make it the way you like
- High scores – should show the 10 highest scores of anyone and the 3 highest scores of the logged in user
- Play game – should allow the user to play the game or create a new game (and then play it). The screen should keep score and communicate information about the game to the user. There is no requirement about flashy animations or the like.

Try to make the screens with components rather than different HTML files.

You can add any properties to the users and games that you want (see the documentation).

## The Required Code

You need to create an application using the Flux/Redux pattern with React and Redux. Make as much of the application as possible with pure functions.

## The hand-in

- Groups: 2-4 people. Groups can be a mix of members from X and Y class, but remember to write it in the hand-in.
- Hand-in a zip file with the project.