

## The task

Many of us are avid foosball players, but running around the office to form teams is both tiring and wastes lots of our precious time. Therefore, we would appreciate a bit of help with this. This task is about making a tool that would enable us to organise players and maybe even track some statistics - essentially, getting a game started without moving our bottoms for our comfy chairs. Who knows, if things go well you might get to use it too.

The app has to allow us to access a lobby, view players' details, create a game where you invite others as well as rearrange teams and then, after a match, one can add some stats, which will be stored for later.

We ask you not to spend **more than 4 hours** for this task. If you don't manage to implement everything, no worries - we'd be very pleasantly surprised if you did.

## The functionality

- Lobby (with a list of players and some information)
- Detailed player view
- Create a game
  - Invite players
  - Rearrange teams by reassigning players
  - Validation (teams can only consist of 4 or 2 players)
- Mark which team won

## Extra brownie points ideas

- Add some stats to each player
- Save stats
- Login (can be mocked)
- Visually pleasing design and interactions

## Look and feel

We provide no design, bar a few (deliberately) ugly wireframes. Any aesthetic decisions are up to you; obviously, any effort put in this area will be appreciated and taken into account.

The only requirement is: **it has to be responsive** and work well on a variety of platforms, browsers (the lowest we support is IE10), devices.

## Expected minimum tech stack

- JS (ES6), HTML, CSS
- A framework (preferably Angular)
- Npm
- A css preprocessor

## Assets provided

- Players' photos
- A JSON with players' details
- Basic wireframes

## Expected outcome

- A repository with project structure clearly visible
- An un-minified distribution version ready to work out of the box (on a local / remote server)