The Bee Game

## Objective:

The objective of this exercise is to create a PHP application that performs the following tasks:

* A web page must be produced as the interface to play the game. Styling is not expected nor necessary.
* A button must be present to kick off the process of hitting a random bee.
* All code must be submitted to work in a local environment. Hosted solutions will be rejected.
* The game must adhere to the following rules and constraints.

## Specification:

### Bees:

There are three types of bees in this game:

* **Queen Bee:**
  + The Queen Bee has a lifespan of 100 Hit Points.
  + When the Queen Bee is hit, 8 Hit Points are deducted from her lifespan.
  + If/When the Queen Bee has run out of Hit Points, All remaining alive Bees automatically run out of hit points.
  + There is only 1 Queen Bee.
* **Worker Bee:**
  + Worker Bees have a lifespan of 75 Hit Points.
  + When a Worker Bee is hit, 10 Hit Points are deducted from his lifespan.
  + There are 5 Worker Bees.
* **Drone Bee:**
  + Drone Bees have a lifespan of 50 Hit Points.
  + When a Drone Bee is hit, 12 Hit Points are deducted from his lifespan.
  + There are 8 Drone Bees.

## Gameplay:

To play, there must be a button that enables a user to “hit” a random bee. The selection of a bee must be random. When the bees are all dead, the game must be able to reset itself with full life bees for another round.

## Constraints:

All code must be unit tested.