Tools

DEADLINE: 17/07/2021

FOLDER STRUCTURE

TASK

Let's implement the famous kid game! Everybody knows the rules:

- Scissors beats a paper,
- Paper beats rock,
- Rock beats scissors.
- And we play up to three wins!

Interface:

- On the page, you should show game rules and heading 'Let's play!'
- After there should be three buttons Rock, Paper, or Scissors.
- And 'Reset' link.

Interaction:

- After pressing one of the buttons game is started.
- The result of every step we should show after buttons. It should look like:
- "Round 1, Paper vs. Rock, You've WON!"
- or "Round 2, Rock vs. Paper, You've LOST!.
- And after three wins or three losses, you should show the final result who is the winner.
- Pressing reset button should clear game data and previous results on the page.

REQUIREMENTS

- Use Yarn to install dependencies.
- Use Webpack to handle the build process.



- Styles should be written using **Scss** in 2 or more files. Should be compiled to one *.css file.
- JS should use **ES6** (use arrow functions). The source code should be **located in 3** or more different .js files. Should be compiled to one minimized, ES5 app.js.
- All images should be compressed.
- package.json file should have 2 scripts:
 - build for compiling all the project,
 - serve for development, to run development server and watch all file changes (*.html, *.scss, *.is).
- Add linter/prettier to the project

RESTRICTIONS

- Adding task/ folder is forbidden. Do not push it to repository. (Only homework/ folder should be pushed).
- node_modules/ and dist/ folders should not be pushed to repository.
- Do not use any external libraries.

BEFORE SUBMIT

- Code should be clean, without comments, readable, and tested
- Make sure your GitLab folder structure meets folder structure from this document (without task folder)
- Fix all issues which was found by w3org Markup Validation Service (https://validator.w3.org/)

SUBMIT

- The **FL16_HW9** folder without **task** folder should be uploaded to GitLab repository "**FL-16**" into **master** branch.

