build cool stuff.

FRONT-END GAME DEVELOPER

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Treasure Vault Mini Game
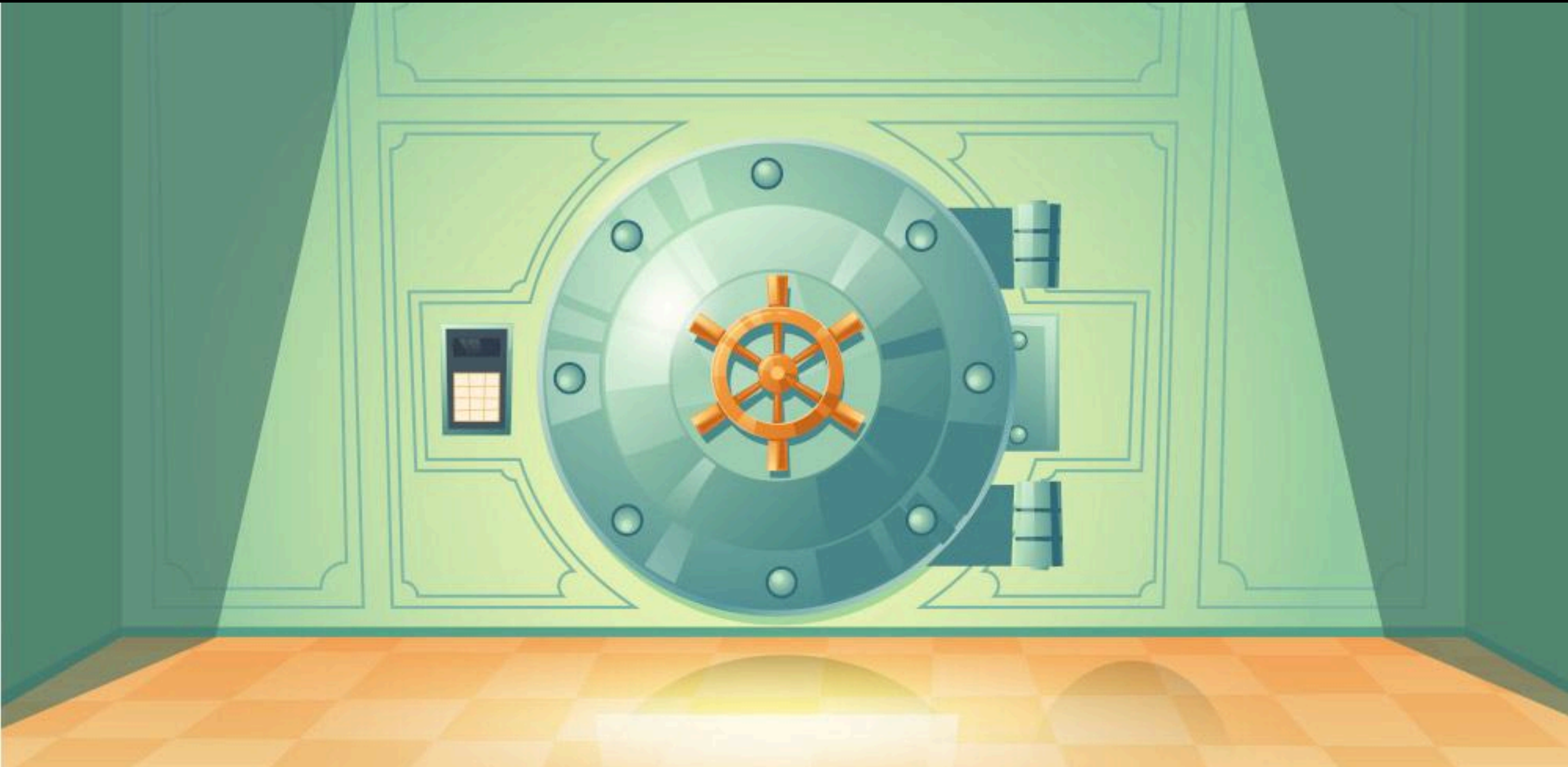
Create a mini game where the player has to **unlock a vault safe** in order to get the treasure inside.

The game begins with the vault door closed. A random secret combination is logged in the browser console.

The **secret combination** is a set of 3 pairs. Each pair is a number between 1 and 9 and a "clockwise"/ "counterclockwise" direction. For example: "2 clockwise, 7 counterclockwise, 5 clockwise". 1 means a displacement of 1 position, i.e. 60°. So 6 would be a full rotation of the handle.

The player can interact with the handle of the safe. You can decide how the player interacts, i.e. by clicking on the left/right side of the safe, or by dragging the handle. Every interaction should cause the handle to react and rotate by 60° with animation.

Upon entering correctly the secret combination from the console - **the safe unlocks**. The door vault opens to the side and the treasure is revealed.

There is a small glitter animation over the gold bars with a shine effect.

If the user makes an error entering the secret combination - the game resets. A new code is generated and the user has to start from the beginning. Also, the vault handle "spins like crazy" several rotations.

REQUIREMENTS

- Use the assets provided **here**
- Use **PIXI.js** (version 7 or later) and **GSAP**
- Use Typescript
- The game has to be responsive in different screen resolutions
- Your repository must have at least 5 commits in it

BONUS POINTS

- Use promises, don't use setTimeout and setInterval
- The handle has a shadow, which spins along with the vault handle.
- There is a counter on the left hand side in the keypad, indicating how much time it took the player to unlock the safe. The counter resets every time a new secret code is generated.
- If the user wins in the game and opens the vault, after 5 seconds, the door closes automatically. The vault handle "spins like crazy" as if resetting and a new code is generated i.e. the game starts from beginning.

TASK SUBMISSION

- Your project must be public either on GitHub, Gitlab or Bitbucket.
- Your commit message convention follows the Conventional Commit standard and your branches must be kebab case.
- Your project must contain a README.md file in the root folder that contains instructions on installing, running and building your project.

TIPS

- Read carefully through the task twice before starting
- You can use any pixi boilerplate, if you like. **Here** is one we made that you may find helpful 😎
- Time how much time the task took you.
- Don't hesitate to ask us if you run into issues.
- Good luck and have fun! 🤘

Submitting your task:

1   Open [this link](.).

2   Fill out the form.

3   Chill out.

!important

Please send your task in the form and **NOT via email**. If you send it via email we **will not be able to review it**.

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so... what's next

After you're done with the task our team will carefully review it and send back feedback. We always send candidates feedback regardless of whether they are a fit for our team or not.

If you successfully pass the recruitment process and you're sure that this is the place where you'll become the best version of yourself we'd love you to join our team. 🚀

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