Falling Slot Test Task

Example - *video_example.mp4*

Layout

Slot consists of 5 columns of symbols and a spin button. Falling symbols should be cut by a mask on top and bottom.

Flow

1. Spin button click initiates symbols fall from the top of the screen, spin button disables;
2. Symbols fall from the top of the screen row by row with a small delay in landing (in a row and between rows);
3. When all symbols landed start button enables;
4. Spin button click initiates a new fall, previously displayed symbols on the screen should fall and disappear and everything starts with p.1 in a loop.

Flow described above should resemble one seen on *video_example.mp4.*

Tech Stack

- Typescript (use OOP please);
- pixi.js for rendering (https://github.com/pixijs/pixi.js/).

Code Base

- Use github to show development process and result;
- work in branch **develop**;
- make commits with meaningful comments;
- final result merge in branch **master**;
- Readme.md file should contain a page link with final result.
- **Important note: do not use "Skywind" name in repository name, file name or any other place of a test task**

Extra tasks for additional points

1. Random symbols should drop down each spin;
2. Add sounds: Start_Button.mp3 for spin button click, Reel_Stop_{n}.mp3 for each symbol when it stops falling. (use Howler (https://github.com/goldfire/howler.js));
3. Spin Button should have label "Spin" on it and 4 states: normal, hover, pressed, disabled;
4. Anything else which will show your skills.