

JR GAME DEVELOPER

CASE



[You can find the starter template, and assets here.](#)

Gameplay Reference

Make the same level that you play in the reference by using PixiJs.

There will be only one level containing 4 words to be found.

The game should be well-optimized and finish after the player successfully finds 4 words.

The player will be connecting the letters on the tray to find the words.

The tutorial and Autoplay are not mandatory but are a plus.

Sample Level Data :

lvl1Letters: "G,O,D,L"

lvl1Words: "0,0,GOLD,H|0,0,GOD,V|2,0,DOG,H|0,2,LOG,V"



Programming Guideline

OOP Principles: Adopt an Object-Oriented Programming approach, creating classes and objects that represent entities and behaviors within the game.

Clean Code: Ensure your code is readable, modular, and maintainable. Implement appropriate naming conventions, and keep methods and classes concise.

Evaluation Criteria

Functionality: Does the game function as intended without bugs or issues?

Code Quality: Is the code clean, readable, and adherent to OOP principles?

Innovation: (Not Mandatory, but a Plus): Adding every extra mechanic you see in the video gives you bonus points (tutorial, texts, animations, particles, vfxs etc.). While this is not a mandatory criterion, innovative aspects will be recognized and considered favorably during the evaluation.

Submission Timing: How promptly you submit your project before the deadline.





You have 3 days!
Good luck!



Please compress the project files, excluding the node_modules directory, into a single ZIP file and submit it to us via email.