

- Project Description / Requirements -

I am a web developer, however, I simply do not have the time to complete building this app for my son so thanks for your help!!

Please, write an interesting web application using [React.js](#) and [Redux](#).

The structure for this project is intentionally flexible in order to let you explore ideas, challenge yourself, and build something you want to create.

The focus of your project should be in the web browser (ie: frontend), and specifically something that requires managing state using React.js and Redux.

The idea is to **create an arithmetic game for my son who is six years old**.

When I was in school I did a game called “The Mad Minute” which I would like to see as a web app.

RULES OF THE GAME ::

The instructor would start a timer for 60 seconds and the goal of the game is to complete all questions or answer as many questions as possible.

The below is to illustrate the **ORIGINAL LAYOUT** < Ex. 1 > of the game but as long as you preserve the overall concept feel free to get creative.

Name: _____

Date: _____

A 1 1 Thirty addition facts, sums less than ten **THE MAD MINUTE**

$\begin{array}{r} 0 \\ +5 \\ \hline \end{array}$	$\begin{array}{r} 4 \\ +4 \\ \hline \end{array}$	$\begin{array}{r} 5 \\ +1 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ +3 \\ \hline \end{array}$	$\begin{array}{r} 7 \\ +1 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ +4 \\ \hline \end{array}$	$\begin{array}{r} 6 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 3 \\ +5 \\ \hline \end{array}$	$\begin{array}{r} 5 \\ +3 \\ \hline \end{array}$
$\begin{array}{r} 1 \\ +3 \\ \hline \end{array}$	$\begin{array}{r} 4 \\ +5 \\ \hline \end{array}$	$\begin{array}{r} 5 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 3 \\ +4 \\ \hline \end{array}$	$\begin{array}{r} 1 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 6 \\ +3 \\ \hline \end{array}$	$\begin{array}{r} 1 \\ +5 \\ \hline \end{array}$	$\begin{array}{r} 8 \\ +1 \\ \hline \end{array}$	$\begin{array}{r} 4 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 0 \\ +4 \\ \hline \end{array}$
$\begin{array}{r} 3 \\ +3 \\ \hline \end{array}$	$\begin{array}{r} 0 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ +5 \\ \hline \end{array}$	$\begin{array}{r} 6 \\ +1 \\ \hline \end{array}$	$\begin{array}{r} 0 \\ +3 \\ \hline \end{array}$	$\begin{array}{r} 4 \\ +3 \\ \hline \end{array}$	$\begin{array}{r} 1 \\ +4 \\ \hline \end{array}$	$\begin{array}{r} 3 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 7 \\ +2 \\ \hline \end{array}$	$\begin{array}{r} 5 \\ +4 \\ \hline \end{array}$

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^^^ ORIGINAL LAYOUT < Ex. 1 >

RULES OF THE GAME

- A component that accepts and stores the users name.
- Have a 60 second countdown timer component.
- The user should be able to “skip” a question if they are unable to answer it.
- Have more than one question to appear on the screen at a time.
- Each question should earn points and display on the screen at the end of 60 seconds
- Incorrect answers are somehow “highlighted” or otherwise “marked” as incorrect at the end of the 60 seconds

> HAVE FUN and build whatever layout you enjoy. I made an **Example** I whiteboarded that solved for the requirements in my mind. This is just how I reasoned it, if you want to do something different that is PERFECTLY OK! As long as the game keeps all the **Rules of the Game** and is fun to practice math.

Example:

The Math Minute !

Timer **54**
Seconds

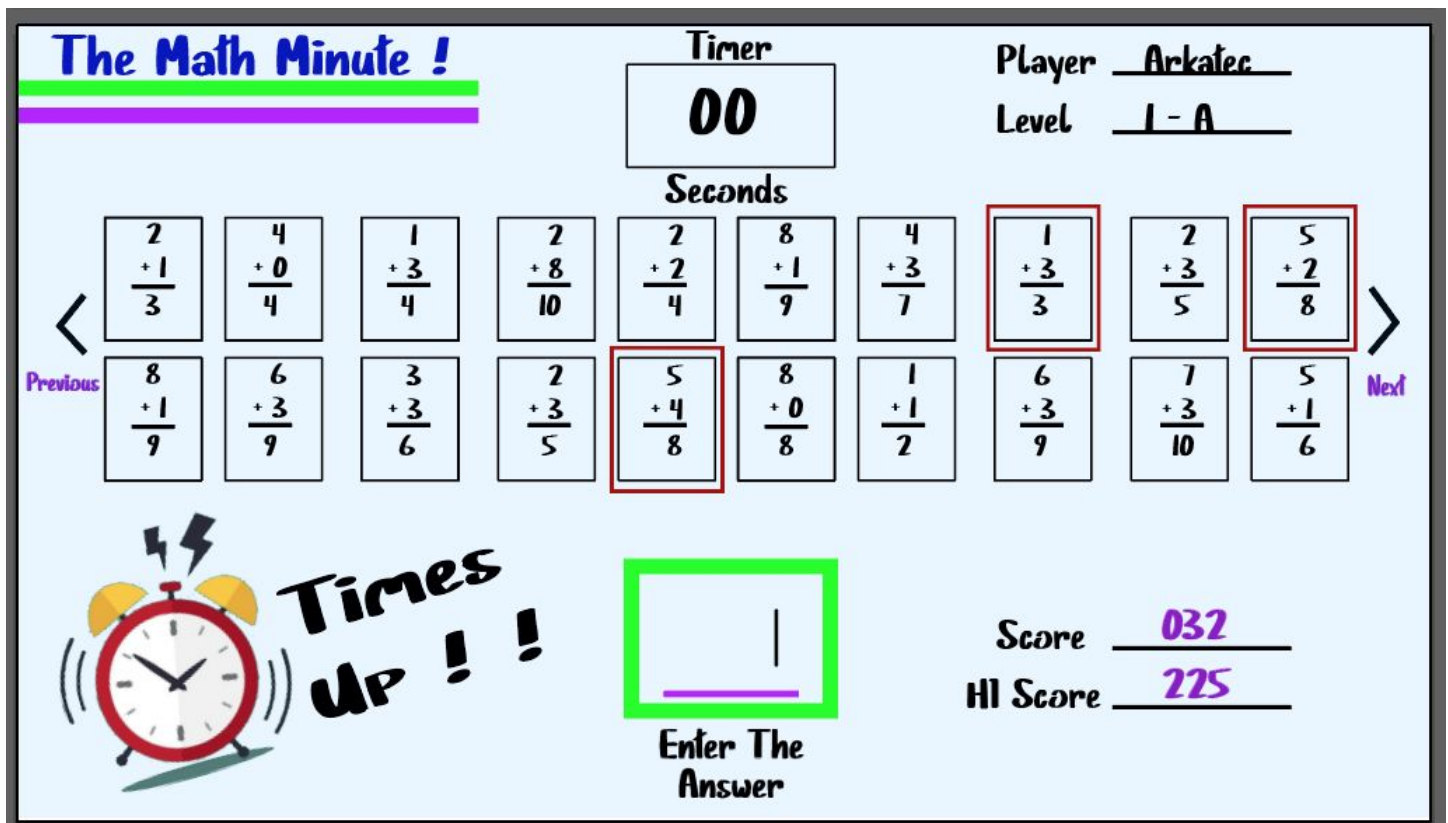
Player Arkatec
Level I - A

Previous < $\begin{array}{r} 1 \\ + 1 \\ \hline 2 \end{array}$ $\begin{array}{r} 5 \\ + 3 \\ \hline 8 \end{array}$ $\begin{array}{r} 4 \\ + 3 \\ \hline \end{array}$ $\begin{array}{r} 4 \\ + 3 \\ \hline \end{array}$ $\begin{array}{r} 2 \\ + 2 \\ \hline \end{array}$ > Next

Score 002
HI Score 225

Enter The Answer

^^^ DURING GAMEPLAY



^^^ After Clock Reaches :00

Project Requirements

- You must use [React.js](#) for frontend and [Redux](#) to manage the state.
- Organize components into separate files and import / export using es6 modules
 - Keep "one component per file" so I can easily build additional ones later.
 - There can be exceptions to this; use your best judgment. I'm just looking for good code organization.

Would be nice but not absolutely required:

NOT absolutely required for the project, but would be cool...

- Use of components from an external library, loaded via npm...
 - Example: [bulma-react-components](#), [react-bootstrap](#), etc
- A "Leader Board" between games that shows "Hi-Scores" like most arcade games.