

C4T NEXTJS TEST

GOALS

This test should demonstrate:

- How you structure your code (do as if it was a big project, not everything in the same file).
- The logic you're following.
- Your knowledge about the libraries used.
- Your design integrating skills (details matters).

DESCRIPTION

You have to recreate the implementation of the popular cards game "Find the pairs".

The player is presented a set of up-side-down cards which all have pairs and needs to find each pairs.

This is an example of how the game should work: <http://mypuzzle.org/find-the-pair>.

Here is the design you need to integrate: <https://www.figma.com/file/hbBoQtVSfFxG5ZFk9elO8n/design>

Be careful, details matter a lot.

This test should take between 5 to 8 hours.

IMPLEMENTATION DETAILS

You need to use those libraries together and demonstrate how you use them even if it feels overkill for this simple game. It'll help me assess how comfortable you are using them.

- NextJS 9.5
- React 16 Hooks
- Redux
- Redux Saga
- Redux Actions
- Reselect
- Ant Design
- Styled Components

SPECIFICATIONS

- When the game starts, show all the cards for 5 seconds.
- The cards are shuffled at each restart.
- The player can only reveal two cards at a time.
- If the cards match, they disappear leaving a blank space, the player can now pick a card again.
- If the cards doesn't match, they are turned back after 1 second and the player can now pick a card again.
- When you change the number of cards, automatically restart the game.
- Every time the game is restarted, the score is reset.
- Track the score and the number of tries.
- The game is over when every pair has been found.

SENDING THE SOURCE CODE

Put the source code in a zip file without including "node_modules" and other unwanted files / folders and email it to jobs@coding4tomorrow.io