Test task for playable ads developers

You need to implement one game core mechanic and make a simple playable ad using the [provided images in Figma](#).
Be sure to read the Google Ads Development [Terms](#) and [Conditions](#)
(This is important for development)

You need to develop a project (Playable ads) using the provided graphics and a brief description of the mechanics. As a result of the work done, we are waiting for the source code, ZIP archive for tests in the validator, and a video of the project from you.

Planet Clicker

The game should include 3 main stages: tutorial, game, final map
First stage/scene - **Tutorial**

Initially, there is one planet on the playing field (background), on which the user must tap. As soon as the user taps on the planet - the tutorial ends and starts the **next stage.**
Planet - a game element with which the user can interact (You must export from figma)

The tutorial lasts 3 seconds or until the first user action (**tap on planet**)
In the tutorial, you need to quickly show the user "HOW PLAYING" with a pointer (**finger / hand**), and text.
The finger should show where and when to tap, and the text should encourage the user to perform this action (for example, "tap here" or just "TAP")

Second stage - **Game**

Duration - 3 sec or until the user makes 1 tap on the planet.
A new planet appears in the center of the game space
If the user taps on the planet, it bursts (animation). and the final map will appear after animation.
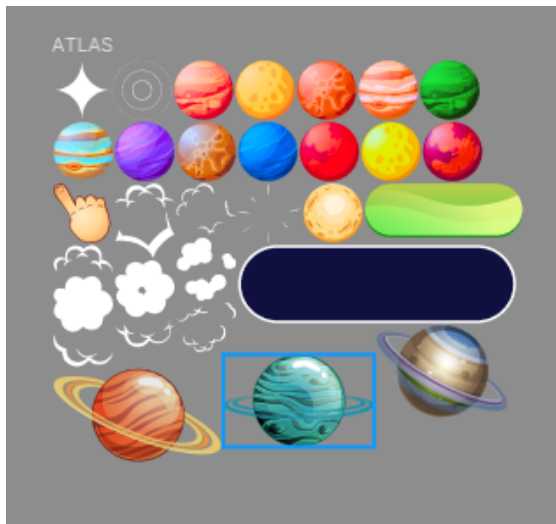
Third stage - **Final map**:

A window with an image, text and a button.

- **Button** must contain text "**PLAY NOW**" and should open the app store.(This link must be correctly processed by the validator)
- **Text** - "*Download and try*".
- **Image** - background with game elements
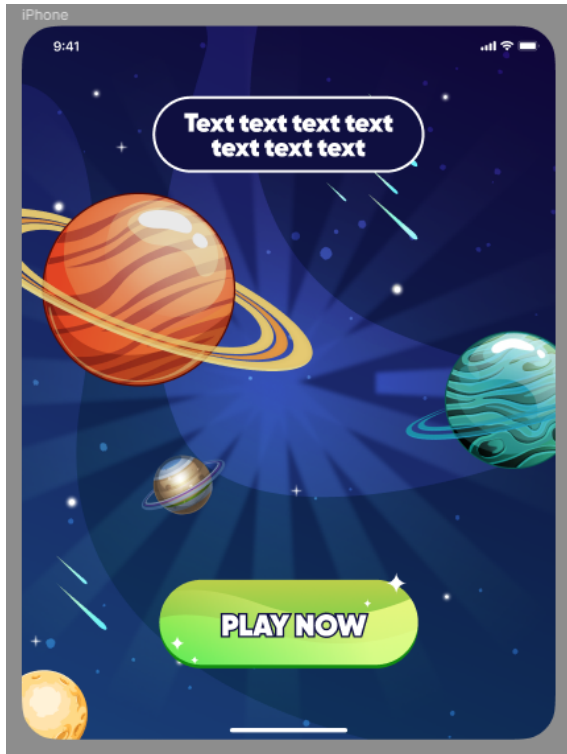
This is an atlas of sprites in Figma. Each sprite individually can be exported in PNG format.

HTML requirements

The final build should be a ZIP archive, the size of which should not exceed 5mb.
The archive must be <u>correctly played</u> by the **validator** at a resolution of 320x480 (portrait only)

HTML5 assets must include:

- <!DOCTYPE html> declaration
- <html> tag
- <body>tag
- Ad format orientation meta tag within the <head> tag. For example: <meta name="ad.orientation" content="portrait">

Explicit end tags (inline ending tags will not be accepted):

- Example of valid end tags: <path></path>
- Example of what not to do: <path> or <path />

These requirements may require moving inline SVGs into separate files within the .ZIP bundle.

Upload requirements

All code and assets must be referenced using a relative path to resources included in the .ZIP file.

No external references are allowed except references to:

- Google Fonts
- Google-hosted jQuery
- Google-hosted Greensock (files should work regardless of version)
    - tweenlite
    - tweenmax
    - cssplugin
    - easepack
    - timelinelite
    - timelinemax
- Google-hosted CreateJS
    - tweenjs
    - easeljs
    - createjs

Clickable buttons

If you want to make sure users can click on your call to action button (for example, "Download"), follow these instructions to include the exitapi.js script. If you don't include the exitapi.js script, Google Ads will add a call to action ("Install") button for you.

Instructions

1. Include the following script in your HTML <head> tag: <script type="text/javascript" src="https://tpc.googlesyndication.com/pagead/gadgets/html5/api/exitapi.js"> </script>

2. Then make the following JavaScript call to enable your final URL: ExitApi.exit()
   - For example, send a consumer to the final URL, using a standard anchor:
     - Learn more

This product will not be used by the company for commercial purposes.