

Simple bingo game Min requirements

- Entry Page View
 - a. Configuration inputs
 - i. Count of users (2-5)
 - ii. Count of bingo cards (1-3)
 - iii. Numbers count (25-100)
 - b. "Create cards" button
- Generated Cards View
 - a. When press "Create cards" on "Entry Page View"
 - i. Cards are generated according to the parameters entered and listed one by one
 - ii. "Create cards" button disappears
 - iii. "Configuration inputs" disappears
 - iv. "Remove cards" button appears ->
 - 1. All cards deleted
 - 2. Come back to the "Entry Page View"
 - v. "Start Game" button appears
- Game View
 - a. When press "Start Game" on "Generated Cards View"
 - i. "Start" button changed to "Stop"
 - 1. Stop change back to "Generated Cards View"
 - ii. Section Numbers appears
 - iii. Section Winners appears
 - b. Game logic
 - i. With interval of 2 seconds new number is generated
 - ii. New number added to the Section Numbers
 - iii. New number is marked in all user cards if they includes it
 - iv. In case of first 1 line crossed in one of the users cards
 - 1. In section winners appears "USER X has crossed the 1 line" X - number of user.
 - v. In case of first 2 lines crossed in one of the users cards
 - 1. In Section Winners appears "USER X has crossed the 2 line" X - number of user.
 - vi. In case of all card filled in one of the users cards
 - 1. In Section Winners appears "USER X won!" X - number of user.
 - 2. Game is stopped.
 - 3. Button stop changed to "Start New Game"
 - a. When press "Start New Game" come back to "Entry Page View"

Card example

- Count of bingo cards = 1
 - Numbers count (40)
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- 5x5 dimension 1 card, numbers are randomly get from array 1-40
 - Numbers per columns
 - 1 column numbers from range 1-8
 - 2. column numbers from range 9-16
 - 3. column numbers from range 17-24
 - etc

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1 10 17 26 33
3 11 18 27 34
4 12 19 29 35
5 14 21 31 36
8 16 24 32 40
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- Please create some nice design
- Use JS with Es6 without frameworks