

## Task For Bizzabo's Web Developer Position.

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### Build a "Guess-The-Artist" game:

- Apple's iTunes Store provides a public API for searching albums. The documentation: <http://www.apple.com/itunes/affiliates/resources/documentation/itunes-store-web-service-search-api.html>
- The game has 5 rounds.
- At the start of each round, a famous artist/band is chosen from a list of 20 predefined artists. (Choose your own bands/singers. For example: "Beatles", "Jack Johnson", etc...)
- Your code will retrieve 3 random albums recorded by that artist from the iTunes API.
- The first album's name is shown to the user.
- The user has 3 attempts to guess the exact full name of the artist.
  - If the user succeeds on the 1st attempt, he gets 5 points.
  - If the user succeeds on the 2nd attempt, he gets 3 points.
  - If the user succeeds on the 3rd attempt, he gets 1 point.
- After each failed attempt, the user is shown another album by that artist. On the last attempt, present one of the album's artwork as a hint.
- When the user guesses the correct answer or failed on all three attempts, the round is over.
- When all 5 rounds complete, the score is shown to the user.
- A wireframe sketch of the screen is attached.

### Requirements:

- A. Any Javascript/CSS framework/library is allowed.
- B. Code should be easy to understand (even without comments) and easy to reuse.
- C. The UI should be visually pleasing.