**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.

o If the user succeeds on the 1st attempt, he gets 5 points.

o If the user succeeds on the 2nd attempt, he gets 3 points.

o 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.