

## **Assignment: Online games**

4 hours

The assignment is to build an online platform on which users can play games. You will need to build a front-end and back-end application. The back-end has to be delivered as an REST API. The client wishes to use the same API calls in the future for other purposes.

The front-end will show a homepage grid of 8 games, images are provided in the media assets. Please write the additional titles and subtitles yourself.

It must be possible to login onto the website with an email and password. Each user has credits. The credits can be used to play the games. When you are out of credits, you can't play until the following day. Each day, each user will receive 10 new credits.

When you click on a game from the homepage grid a detail page of that game will open. On the detail page there will be a button "Start the game". And next to it how many credits it will cost to start. If the user doesn't have enough credits, disable the button and show a text that the user is out of credits.

Every time the user starts a game, deduct the necessary amount of credits from the user's account. Additionally there needs to be a backlog table of all the start game actions of the user. Store as much data as you can think of in this table.

When a game has started, the user cannot start on any other games. Tell the user in a text next to the disabled button that the user is currently active in a game.

The user should be able to log out. This also means, when you are not logged in to the website - there are no credits - so no game should be able to be started.

The website has to be visually appealing and inline with the retro game style of the provided game images. On the website there should be a subtle animated full page background using the colours purple, red and blue, as shown in the images.