



Front-End Developer Practical Task

1. The requirement is to build a dynamic tournament with a random winner

2. The tournament data source is a json file attached to the e-mail

3. The data is the tournament items list, where each item has

"team_id": number, (Team unique ID)

"team_name": string, (Team name)

4. Do the logic where everything will happen randomly. The idea is to generate a tournament view where:

- A. We have 16 teams which are randomly divided into 2 groups.
- B. Each group has 8 teams with 4 pairs of opponents within each group, thus having 4 pairs of opponents on both groups (purple circles, structure as shown in the Map 1)
- C. We need to have a PLAY button at the end of the tournament structure.
- D. By every play button click you need to:
 - Select one random winner for each pair of opponents (by having 4 - 4, 2 - 2 and 1 - 1 winners for both groups)
 - As a result, generate new pairs of opponents within each group
 - Finally, you will have 1 winner in each group, where by the last PLAY button click you need to get the final winner of the tournament

Map 1.

