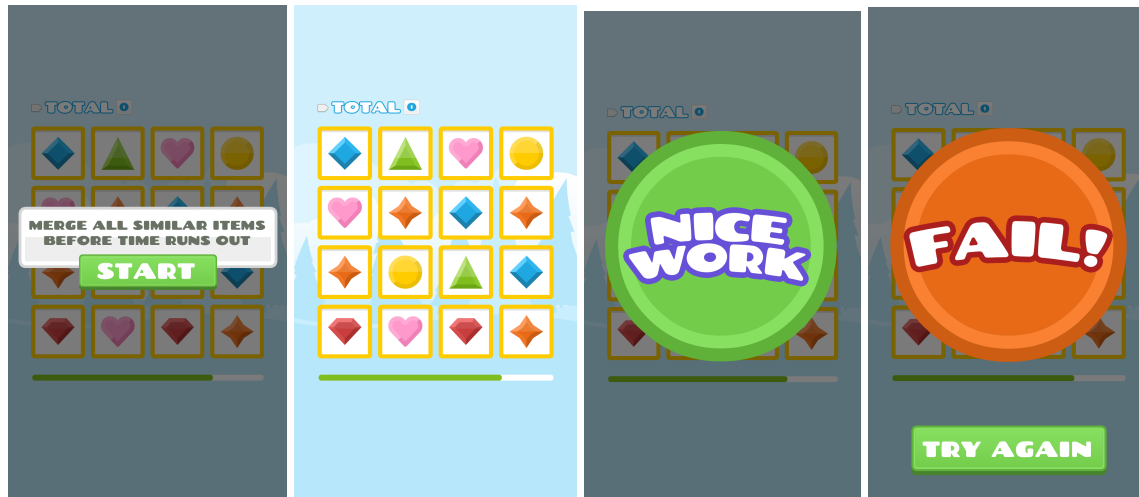




## Developer - Playable ads - Home Assignment

The following storyboard is a generic time based merge game, your mission is to develop this mini game with web technologies, preferably PIXI.JS and deliver the result.



You will receive a ZIP file containing all assets in a PSD format.

### User Flow:

1. First frame - instructions to let the user know his mission.
2. Second frame - Merge item board, merge counter, timing bar.
  - a. Player reads instructions, presses the start button to start.
  - b. Player needs to merge similar items before the time runs out.
  - c. If the player finishes before time the result is the "Nice Work" frame.
  - d. If the player finishes before time the result is the "Fail" frame.

Feel free to add your own assets to make mechanics, animation and design pop and more engaging, For example you can add particles explosion after each successful merge.

### Development Guidelines:

- Ensure that the game works correctly for both vertical and horizontal orientations when the screen is rotated.
- Create the final build with all assets included in a single HTML file
- Make a final build using webpack or another builder
- Use MVC application pattern
- Use TypeScript
- Divide the layouts, settings and the business logic as separate parts of the project structure

- Try to optimize resources to get the smallest build size possible
- Add tweens animations where it's possible. You can use any javascript tween engine

When you are finished please send us both the project file and the build result.

Thanks and good luck!

Moon Active's Marketing Art Department



## Legal Disclaimer

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