

***GAMING<sup>1</sup>***

# **Practical Assignment**

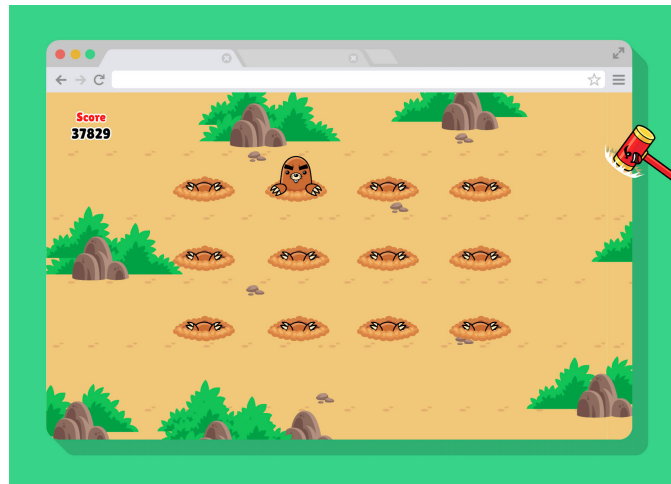
**SENIOR PROFILES - WEB DEVELOPMENT**

## Assignment.

### Premise.

As a next step in the recruitment process we would like to gauge your skills and creativity. To do so, we have designed a test. Since gaming is at the heart of the business here at Gaming1 we would like you to create a game, more specifically an adaptation of the popular game « Whack-a-mole ». The assets of the game will be provided by us.

The concept of the game is simple. There are a total of 12 moles structured into 3 rows of each 4 moles. It's up to the player to score points by whacking the moles when they pop up.



Using RNG, one of the moles should become active for a given amount of time and the player should be able to whack it. Whack it successfully and the score gets incremented. Any player can play the game for 2 minutes, after which the game ends and a leaderboard should be shown showing the rank of the players.

The whole project should be available on a public repository using a VCS like Bitbucket or Github. After review of your project we would like to invite you back for a chance to defend your work and talk about the why, what and the how.

### Requirements.

You are allowed to use all the tools in your toolbox to approach the problem, although we define the boundaries of the sandbox in which you would have free reign.

- a. Frontend Framework.  
The frontend should be done in React / Redux, using typescript as the preferred language.
- b. Score & Leaderboard.  
The game should have a score & leaderboard where the scores of the best 10 players are visible. The score of the current game should be clearly visible while playing and should instantly react when the score changes. On the top of the leaderboard you should see the player with the highest score.
- c. Data.  
The data to work should be provided by a backend service.

- d. Testing.  
You should think about unit/integration testing when working on the project.
- e. Styling.  
You are given complete freedom in how you would style the project, as long as you still have 3 rows of 4 moles each to play with.

### **Measurement of success.**

What we are looking for is the project as a whole, specifically how you would approach the problem using any toolset you know of given our sandbox boundaries.

Things we look out for are - albeit not limited to - the following

- a. Clean code.
- b. Coding concepts & Paradigms
- c. A positive & constructive Code review session afterwards

### **Deadline.**

While you are given a lot of freedom in coding the game, you are bound to a deadline. You are given only 3 days to work on the game. After those 3 days, the code should be present on your chosen git solution and a mail should be sent to [benjamin.charlier@gaming1.com](mailto:benjamin.charlier@gaming1.com). The mail should have the link to the Git repository and should have been sent by the end of day 3 on 23:59h. Any changes to any of the branches or mail received after the deadline has expired are discarded.

### **Final notes.**

It's all about the journey and the choices you make as you develop the game. Do not erase any commits or branches as we would like to track your git history during project review. You are free to add additional game mechanics beyond the requirements if you should choose to do so.

Impress us!  
Good luck...