

1. Create a mobile HTML5 web game sample



Image 1

Blackjack

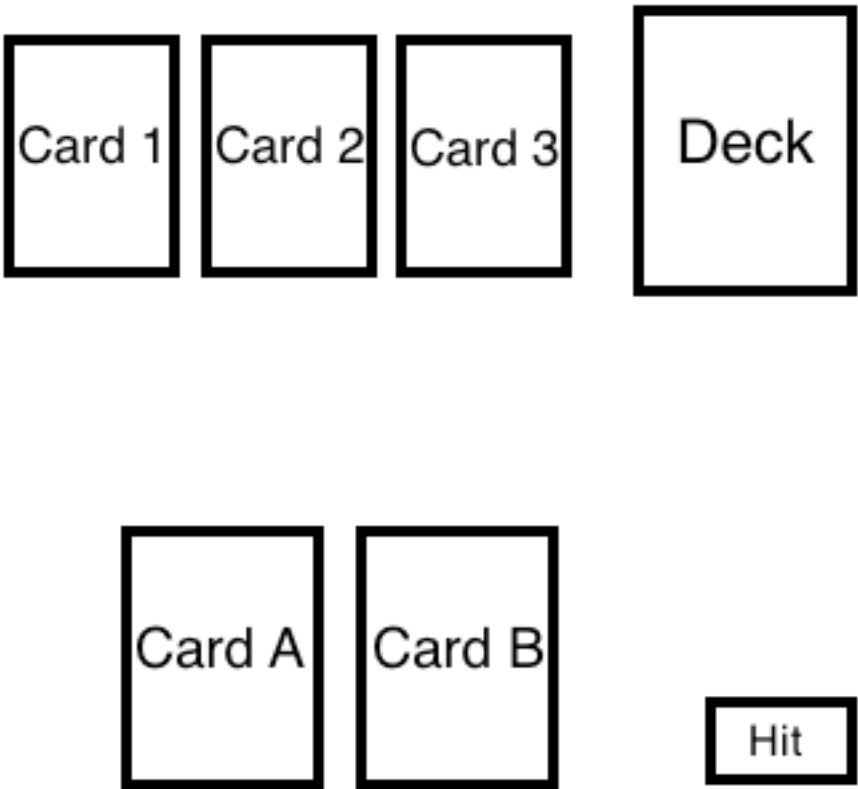


Image 2

Description

Image 1 shows a very simple Blackjack game. Image 2 shows a mock up of the task that has to be created.

The simple mobile HTML 5 web game should have 4 main elements – Title (Blackjack), Deck (Represented in Image 2 as “Deck”), Dealer’s cards (represented in Image 2 as Card 1, Card 2, Card 3), Player’s cards (represented in Image 2 as Card A, Card B) and a button (“Hit” in image 2).

Please note that this task is an abstraction of the real Blackjack game and is very simplified. The rules in the game that has to be created are not real Blackjack rules.

When the game starts, it should automatically show Card 1, Card 2, Card 3 with an animation. The animation should be similar to moving a card from the deck to it’s position on the table. Card 1 should appear from the “Deck” and go to it’s position on the table (Image 2). Card 2 should appear from the “Deck” and go to it’s position on the table (Image 2). The same should happen for Card 3.

Card A should also appear from the deck and go to it’s position on the table (Image 2). The same should happen for Card B.

There should be button on the table with label “Hit”. When the player press the button “Hit”, Card A and Card B should disappear from the table and new Card A and Card B should be placed on the table coming from the “Deck”.

If the player presses Card A or Card B, the pressed card should disappear (with animation).

Cards from the “Deck” should be generated at random.

Please send the task as a zip file, which should include all necessary files to start and play the game (like html files, javascript files, css files, images and etc.). The game should be a single page web application.

Bonus points

- Use canvas
- Make the design responsive and auto scalable on the different screen sizes
- Create code comments
- Use animations when the cards come from the “Deck” and move to their respective positions.