

# Challenge

## Multiplayer game "Guess the number between 0-100"

### Step 1

- Build html page that mimics as closes as possible the image page.png.
- Be consistent in your css naming!

### Step 2

- Layout should be responsive to iphone 5 size, using only HTML and CSS for its styling.
- Image header\_banner.png must rendered above the form fields and be scalable horizontally with the width of the input field elements proportionally.
- Dummy Menu should be responsive like on provided image (bonus: get menu items from a json file)
- Dummy Menu items should go to blank pages with only title of the route (bonus: routes should be displayed like /rankings, /tournaments etc.)

### Step 3

- For this challenge you must use the page created in step 2.
- In this game, 3 players can guess simultaneously or in a random order their numbers.
- To achieve this, each button must trigger an asynchronous call to endpoint **[https://www.drukzo.nl.joao.hlop.nl/challenge.php](https://www.drukzo.nl/joao.hlop.nl/challenge.php)**
- These asynch calls must be handled simultaneously.
- The endpoint only allows GET requests with the following parameters in the query string.
  - player=1 or 2 or 3
  - guess=integer between 0 and 100
- The response will be in a json format:
  - {"player": 1, "guess": "lower"}
  - {"player": 1, "guess": "higher"}
  - {"player": 1, "guess": "Bingo!!!"}
- When one of the players gets the "Bingo!!!" message, all the buttons must be disabled.
- No javascript libraries or frameworks are allowed.

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Have fun and good luck!!!