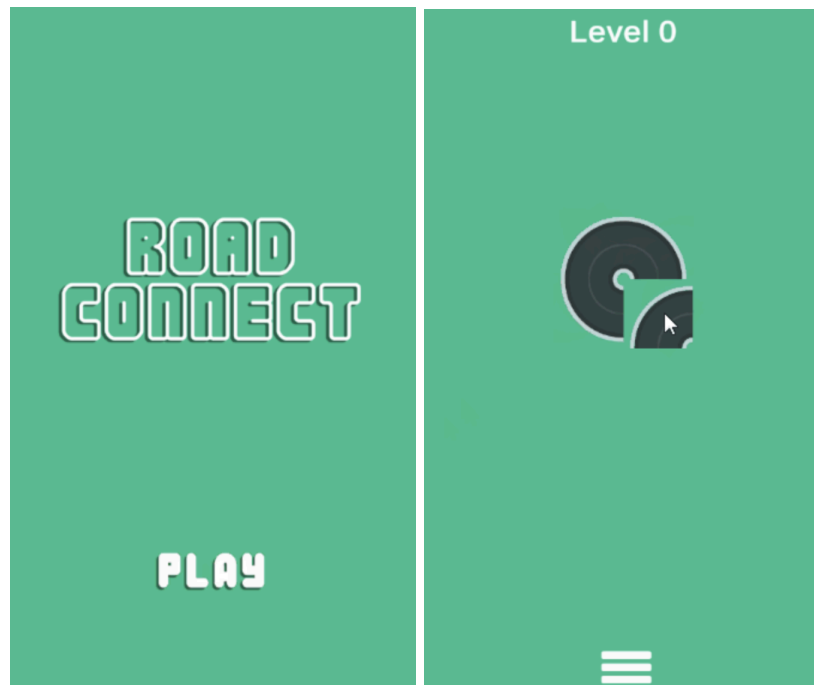# HTML5
Technical Test

For this exercise, we require you to port this example game made in Unity to HTML5.

The source code and assets are provided here. Your task is to reproduce all functionalities and visual elements, including animations, as accurately as possible using Cocos Creator (preferred) with TypeScript or Phaser.

Project Requirements:

1. **Replication Fidelity:** All game functionalities and visual elements from the original must be meticulously replicated.
2. **Optional Enhancements:** For additional points, you may also implement:
   - Multi-resolution support to seamlessly switch between landscape and portrait orientations.
   - Localization support for any three languages.
3. **Version Control:**
   - Regular commits to a repository are required throughout the development process. Commit messages should be clear and logical.
4. **Coding Standards:**
   - Write legible and succinct code, adhering to a sensible coding convention appropriate to the chosen language.
   - Provide adequate documentation within the code, avoiding excessive comments.
5. **Optimization and Debugging:**
   - The game should be fully optimized and free of bugs. Any bugs that are present in the original Unity project should be documented.
6. **Project Organization:**
   - Maintain a well-organized file structure with appropriately named project files.

Deliverables:

- A runnable HTML5 file.
- Access to the online repository.
- A README file in the repository detailing the coding conventions used and any additional remarks deemed necessary.

Please ensure all components of the project are completed to the highest standard.

Once you have completed the test, you can send it to teresa@infinitygames.io & hr@infinitygames.io .

We look forward to reviewing your application ∞

Good Luck!