# Task description

The goal of this task is to create game “Darts 301” with help of TDD, thus get some skills with test driven development. You can use testing framework of your choice.

Game rules can be found here - <http://www.nicedarts.com/how_to_301.html>

\*Note you should not implement UI part of the game.

\*The home task should be implemented in Typescript.

# Evaluation criteria

For every day of lateness there is a penalty in 0.5 point.

Maximum 10 points.

1. Commit history reflects TDD approach. [4 points]
   1. Commit every new test written with prefix “test:”. Then implement functionality that passes tests and commit it with prefix “feat:”.
   2. Tests cover edge cases and negative scenarios, e.g. incorrect input format and etc.
2. Scripts section contains test:unit command to run tests. [1 point]
3. Class Game was implemented accordingly to all requirements and rules of the game [5 points]
   1. Public method throw accepts three numbers. The first one is the number of a sector and the second one is a multiplier and can be 1, 2, or 3. The last number is a player index that performs a throw. It should raise an exception in case the winner was decided but someone called the method
   2. Public method score accepts one number and returns a score that was left for this player by index in the array. In case there is no player with such an index it should throw an exception.
   3. Constructor accepts number of players.