SOFTGAMES

Game Developer Assignment

Please create a new project from scratch and complete the 3 tasks below.

1. **"Ace of Shadows"**
   Create 144 sprites (NOT graphic objects) that are stacked on top of each other like cards in a deck. The top card must cover the bottom card, but not completely. Every 1 second the top card should move to a different stack - the animation of the movement should take 2 seconds.

2. **"Magic Words"**
   Create a system that allows you to combine text and images like custom emojis. Use it to render a dialogue between characters with the data taken from this endpoint:
   https://private-624120-softgamesassignment.apiary-mock.com/v2/magicwords

3. **"Phoenix Flame"**
   Make a particle-effect demo showing a great fire effect. Keep the number of images at max 10 sprites on the screen at the same time.

Technical requirements:

- Write your code in **TypeScript** and use **pixi.js** (v7) for rendering.
- Each task should be accessed via an **in-game menu**.
- Render responsively for both **mobile** and **desktop** devices.
- Display the **fps** in the top left corner.
- Run the application in **full screen**.

We evaluate your **project structure**, **architecture, readability** and **documentation** of your code. But as game developers we also deeply care about the **creativity**, visual **aesthetics** and **playfulness** of your solution :)

Please provide sources in a public **git repository**
and a **link** to the hosted web version of the **final build**.

All the best 🚀

Your Softgames Team