

Game Points

Implement the code for a simple browser based game points system that calculates the total points awarded to a player for a number of items they have collected in a game.

We'll use individual letters of the alphabet to identify the items (A, B, C, and so on). Our items are scored individually. Some items are worth more if collected in multiples: collect n of them, and you'll get y points. For example, item 'A' might be worth 50 points individually, but this week we have a special bonus: collect three 'A's and they'll be worth 200 points instead of 150. In fact this weeks rewards are:

Item	Unit Points	Bonus
A	50	200 for 3
B	30	90 for 2
C	20	
D	15	

Our points system accepts items in any order, so that if we collect a B, an A, and another B, we'll recognise the two B's and score them at 90 (for a total score so far of 140).

To quickly user test various scoring strategies, our UX designer has put together a sketch for a UI to demo collecting items in a game. Interpret this sketch as you see fit, implement it in the browser and hook it up to the game points code.

