

# Fantasma - Test assignment

## **Description:**

You need to create a simple slot game with only one reel and three visible symbols on it.

*Conditions of winning:* If there are 2 symbols of the same kind on the reel you win the double amount of your bet. If there are 3 symbols of a kind on the reel you win triple the amount of your bet.

The user starts with 100 dollars.

Price of spin is 1 dollar.

If the user has no money, the spin button should be disabled.

Normal spinning time is 3 seconds.

Quick stop can be made by the click on spin button while reels are spinning, but all 3 previous symbols should go out of the screen.

Win and balance should be on the screen as text fields.

Spinning animation should be smooth.

Reel used in the game:

SYM1,SYM5,SYM1,SYM3,SYM4,SYM3,SYM2,SYM4,SYM3,SYM6,SYM3,SYM1,SYM6,SYM1,SYM2,SYM1,SYM2,SYM2,SYM2,SYM1,SYM2,SYM1,SYM4,SYM1,SYM3,SYM6,SYM1,SYM3,SYM2,SYM5,SYM3,SYM1,SYM2,SYM2,SYM2,SYM1,SYM4,SYM1,SYM4,SYM1,SYM3,SYM2,SYM4,SYM4,SYM5,SYM2,SYM3,SYM1,SYM1,SYM1,SYM4,SYM5,SYM2,SYM2,SYM2,SYM1,SYM5,SYM6,SYM1,SYM3,SYM4,SYM2,SYM5,SYM2,SYM1,SYM5,SYM1,SYM2,SYM1,SYM1,SYM1,SYM4,SYM4,SYM3,SYM3,SYM5,SYM5,SYM4,SYM2,SYM5,SYM2,SYM1,SYM3,SYM2,SYM3,SYM1,SYM4,SYM3,SYM4,SYM2,SYM3,SYM4,SYM1,SYM1,SYM1,SYM2,SYM6,SYM3,SYM2,SYM3,SYM1,SYM5

As an example you can look at any other slot game with reels mechanics.

**Requirements:** Code should be structured and readable. Use any way of code organization as long as you consider it well-written. Use PIXI as a rendering engine. Use JavaScript or TypeScript.

Best test assignment would have both: well written code and gameplay.

If you have any questions please don't hesitate to contact:  
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Resources for the game can be found here:  
<http://www.fantasmagames.com/Tests/Assetpack/assets.zip>