AvatarUX

Game Developer Prototype Test

1. Create a slot prototype which is 5 reels wide and 3 symbols tall using any game framework or rendering engine that you like (for example PixiJS, Phaser, Cocos Creator, etc..) using either Typescript or Javascript
2. Use the assets in the pack to link them to the symbols in the game
3. The preferred slot game is a ways type that pays left to right but using regular winlines which pay left to right is also accepted
4. Include a simple spin button that either spins or drops the symbols on the reels one after another
5. The symbols should be randomized on every spin
6. The symbols should pay out a value (>0) when three or more of a kind are formed on the reels
7. The win amount should be clearly visible
8. Use any pay table values you like
9. Use any math rng you like

You can keep the game very simple as long as it is fully playable - meaning that multiple spins are possible and every spin is evaluated correctly for win ways.

Please don't spend more than a few hours on the solution, we are not expecting a perfect product. Also think about creating a structure that is easily extendable, for example if you would have to change the board size or add extra features like free spins or bonus rounds in the future.

Please submit a playable link via any host as well as a link to the source code on https://github.com/, https://gitlab.com/ or similar.