Javascript Programming Test

Objective

Implement a standard Breakout-style game (http://en.wikipedia.org/wiki/Breakout_(video_game)) using the PixiJS framework. CloudKid has supplied a set of assets as well as a very basic framework to work in. We created a simple sprite sheet from the included FLA, and set up incomplete title and game screens; feel free to add/alter assets as needed.

Game Requirements

- Use the keyboard to control the paddle
- At least 3 unique level layouts
- User starts the game with 3 lives
- Keep track of the user's score
- Add additional screens (Success and Loss) to display if the user wins (completes all layouts) or loses

Evaluation

You will be evaluated based on your thoroughness, thought process, code-readability, as well as your level of documentation. When played, the game should be bug-free, and should not crash. The game should run with acceptable performance in modern desktop web browsers (but don't worry about old versions of IE!) Some areas to explore once you have mastered the basics: add something new and exciting to gameplay, make the game's controls mobile-friendly, use a build process such as Grunt, add sound, alter the included art assets, or iterate in an unexpected way!

Instructions

- Please add your full name to the title screen of the game
- Create a zip file of all files (Javascript/html source as well as any other resources used/created)
- Please visit http://seam.cloudkid.com/submit-test to upload the final test to our server
- Once your test is uploaded, we will review it and get back to you within a week

Questions?

If you have questions, contact game-programmer-job@cloudkid.com. Thanks!