



Frontend Developer Technical Homework

We're excited to be exploring this opportunity together with you, hope you feel likewise! We ask all of our candidates for any position to complete a Homework Exercise which has been tailored to our specific roles.

By completing the Homework Exercise and going through the results together with our team we hope to:

- Give you a realistic idea of what your future job tasks might include,
- Have you familiarise yourself with some of the basic concepts of our game and product offering so that you could assess whether this is something you would enjoy working with,
- Give us a better idea of how you approach these real world problems, and
- Give us an understanding of the level of your communication skills.

Practicalities

If there is no deadline already agreed, please let us know when you are expecting to have completed the tasks!

We are open to any questions, so feel free to reach out!

Task

Scenario

You are working as a frontend developer in a gaming studio working a merge style game with a merge board with different kinds of items.

Your task is to visualise the content with the JSON data provided and add some functionality to interact with the data.

This visualisation and functionalities are used mainly by customer support, designers and developers.

We are interested in overall look and feel and usability and in details how the requirements are solved.

Required features:

- Visualised merge board in similar way it's in the game with the size defined in the JSON
- Every cell should have possibility to remove item or add new item depending if the cell already has an item

- To keep the assignment simple the possible items that can be added are:

BroomCabinet_01
BroomCabinet_02
BroomCabinet_03
BroomCabinet_04
BroomCabinet_05
BroomCabinet_06
BroomCabinet_07
BroomCabinet_08
BroomCabinet_09
BroomCabinet_10

- User should be able to move item to different cell
- User should be able to edit item properties (defined in JSON) in the UI
- Item level should be visualised
- Some of the items are hidden from the player, this should be indicated to the user
- Some of the items are "in bubble" (they cannot be interacted by player yet), this should be indicated to the user

Optional:

- Some of the items have same chainId to describe the items belong to the same mergeable chain, you could think a way to visualise this information while interacting with the component

Notes:

- The merge board configuration (width and height) is in the data. The items are in one list so you need to split the data by width.
- Items list has null entries, that means that the cell is currently empty without an item
- You need to make a self sustained component for this feature using modern web tooling (Vue.js or React preferred with TypeScript)
- Usage of 3rd party libraries and ui components is allowed