

DARPA *

* The Browser Game, not the US Government Agency

As a user, I want to be able to play a game of DARPA.

As a developer, your task is to create a game where two players have to pull each other over the line at the center of the screen.

- Each player controls one of the objects on either side of the line;
- Pressing the assigned key causes the opponent's object to move closer to the central line.
- The 'rope' connecting the two objects shortens when they come closer together;
- Each key press decreases the other player's distance counter;
- When one player's object crosses the line, the other player wins the game;
- A game-over message appears when one player wins;

Please use the mockup below as reference, but keep in mind that it is more of a starting point, than something set in stone. Feel free to use any language, library, or framework. We ask you only to adhere to common design patterns and industry best practices!

