



## Job Details



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### React Native Developer with gaming experience

**Mobile Development** Posted 17 days ago

We're looking for an experience React-native developer to start a simple mobile game. This initial project is small and basic, but if all goes well we'll have other games and mobile applications to build.

#### Overview:

Build simple "pong-like" application in React-native that will run on an Android device (would be nice if it ran on iOS too since its shared code). "Pong-like application" means the app should have:

- dark background (could be black, blue, or dark gray) that can be changed in a settings menu
- main action: user will be able to direct a pipe that shoots out 10 (configurable in settings) balls at a time from the lower part of the screen.
- there should be "paddles" (small short lines) located randomly in the middle of the screen.
- the balls should bounce of the walls and the "paddles" if they come in contact with them.

#### Total screens for the app

- landing screen: shows logo and a "start" button and a "settings" button.
- setting screen: shows settings to change background color and to change the number of balls used.
- main game screen: shows pipe to shoot balls out of and "paddles" on the screen

This is a simple game, and the main goal is to see how the screen refresh rate is in a react-native application running on a mobile device. Basically we're looking to see if the balls stutter when moving around the screen.

Key deliverable for this first part of the application is the landing page, settings page, and main game action screen. Mock-ups will be provided.

The final deliverable should be the react-native code hosted in github (we will provide you a repo) and instructions on how to build the code into an apk that will run on an android (Android version 8.0) mobile device and if possible an ipk that will run on an iOS (iOS version 11) mobile device. Priority is for the app to



**\$200**

Fixed Price



**Intermediate Level**

I am looking for a mix of experience and value

About the Client ✓

Digital Mixin, Inc

★★★★★ (5.00) 1 review

United States  
Austin 01:22 AM

**9 Jobs Posted**

34% Hire Rate, 1 Open Job

**\$200+ Total Spent**

3 Hires, 1 Active

**\$15.56/hr Avg Hourly Rate Paid**  
8 Hours

Member Since Jul 12, 2016

run on a mobile device and Android can be built on OSX or Windows.

#### Attachment

 pong\_test\_game\_mockups.pdf (139 KB)

Project Stage: Design

Devices: iPhone, iPad, Android

Ongoing project: Developer

Project Type: Ongoing project

Programming Languages Required: React.js React Native

You will be asked to answer the following questions when submitting a proposal:

1. How long have you been working with react-native?
2. Do you have experience publishing a react-native application to the Android Play store or the Apple App store?

#### Skills and Expertise

JavaScript React.js React Native Redux for JavaScript

#### Preferred Qualifications


Freelancer Type: Freelancers Only 

Job Success Score: At least 90% 

Include Rising Talent: Yes 

Upwork Hours:  At least 1 hour 

#### Activity on this Job

Proposals: Less than 5 

Last Viewed by Client: 14 days ago 

Interviewing: 2

Invites Sent: 0

Unanswered Invites: 0

Hired: 1

#### Client's recent history (3)

 Jobs in progress

##### Nativescript Mobile app

No feedback given

To Freelancer: Nader T. 

Sep 2016 - Oct 2016

Fixed Price \$100.00

##### Webpack production build updates

 Excellent Client!!!

To Freelancer: Gagan S. 

Jul 2016 - Jul 2016

8 hrs @ \$15.56/hr

Billed: \$124.48