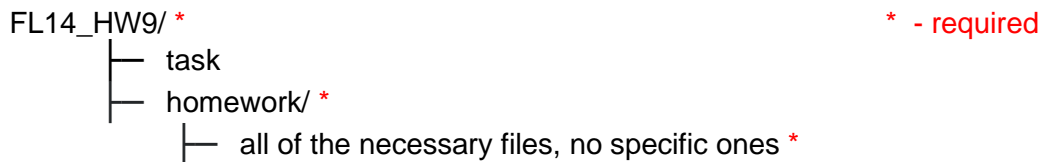


Tools

DEADLINE: 04/12/2020

FOLDER STRUCTURE



TASK

Let's implement the famous kid game! Everybody knows the rules:

- Scissors beats a paper,
- Paper beats rock,
- Rock beats scissors.
- And we play up to three wins!

Interface:

- On the page, you should show game rules and heading 'Let's play!'
- After there should be three buttons - Rock, Paper, or Scissors.
- And 'Reset' link.

Interaction:

- After pressing one of the buttons game is started.
- The result of every step we should show after buttons. It should look like:
"Round 1, Paper vs. Rock, You' ve WON!"
or "Round 2, Rock vs. Paper, You' ve LOST!" .
- And after three rounds, you should show the final result who is the winner.
- Pressing reset button should clear game data and previous results on the page.

Code requirements:

- Use **Yarn** to install dependencies.
- Use **Webpack/Gulp** to handle the build process.
- Styles should be **Less/Sass/Scss** in different files. Should be compiled to one CSS.
- JS should use **ES6** (use arrow functions). The code should be **split by functions** and **located in different files** . Should be **compiled to one** minimized, ES5 app.js.
- All images should be compressed.
- Package.json file should have 2 scripts:
 - Build - for compiling all the project,

- `Serve` - for development, to run development server and watch all file changes (`*.html`, `*.less`/`*.sass`/`*.scss`, `*.js`).
- Add **linter/prettier** to the project

RESTRICTIONS

- Adding **task/** folder is forbidden. Do not push it to repository. (Only **homework/** folder should be pushed)
- Do not use any external libraries

BEFORE SUBMIT

- Code should be clean, without comments, readable, and tested
- Make sure your GitLab folder structure meets folder structure from this document (without **task** folder)

SUBMIT

- The **FL14_HW9** folder without **task** folder should be uploaded to GitLab repository "**FL-14**" into **master** branch.