

Code assignment – Mobile developer

General Requirements:

- Task should be solved by using HTML/5 and Javascript.
- All drawing should be performed on HTML Canvas (except Symbol selection)
- No external framework (e.g. jquery) shall be used.

Preferable (but not required):

- Designed for mobile devices/browser.
- Visually appealing in terms of layout and animations.

Deliverable:

A small game that will match a selected value with a symbol/image and show a result depending on win or lose scenario.

So basically, the player selects a “fruit” from e.g. a selection box then clicks the play button, gets presented with some kind of visual symbol switch and then a result/win scenario.

Specification:

General :

The purpose of the assignment is to show off your skills, both in terms of how you solve a problem, structure code as well as your eye for visual design (layout, animations).

Feel free to add stuff you feel would enhance the game (e.g. audio, win animations etc.).

The minimum requirement is a fully functional “game flow” (i.e. loading, gameplay, result), and it is really the only requirement, how you present the game is fully up to you. However, the main focus of this assignment is to check your ability to write clean, well-structured and reusable code.

Loading phase:

▪ Resource fetching:

The symbol images (path and filename) must be specified in an “external” file (for example JSON or XML), upon loading the game, the file names shall be fetched from the external file by AJAX request and loaded into the game.

Game phase:

- **Display area:**

One symbol shall be shown in the display area, the area itself should be separated from the rest of the layout in some manner.

- **Symbol selection:**

The player must be able to select a symbol, by using a selection box for example. The symbols can be represented in text, “wild” for SYM1 etc. (symbol images are provided).

- **Play button:**

The play button shall not be enabled until the loading phase has completed, preferably this is indicated in some way. When enabled and clicked it starts the symbol switch.

- **Symbol switch phase:**

The display area shall switch between the pre-loaded symbols, preferably some kind of animation indicates the switch (like a fade or scale animation) but is not required. After some arbitrary time the switching stops and the result symbol is shown.

- **Result phase:**

If the result symbol matches the selected symbol we have a win situation, this shall be indicated in some way.

Resources provided:

- Img folder containing symbol images, spin button and background.

Example layout:

Mock of a win scenario

