

CRAFTSMAN+

Game Developer JavaScript Test

Directions:

- Please take note of when you start and finish so you can let us know how long this task took.
- There are two parts to the task. Complete as much as you can and send it back to us. Feel free to create any variables or helper functions you might need.
- Please find the required files and video example [HERE](#)

Part 1: Score

In the link provided is a video showing a simple money catching game and some code used to build the game.

The video (goal.mp4) shows the intended score behavior.

Your Task: Fill in the functions so your game resembles the original shown in the video. Please edit the code in the file **test.js** in the folder **test_files** .

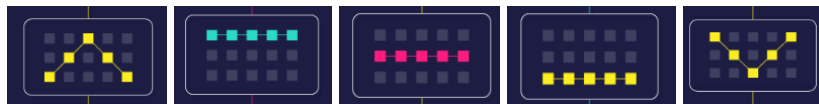
1. When the money finishes tweening, addFromCatch is called and receives the value scored as a number.
2. The number should take 2 seconds to reach the new total.
3. If a new bill is caught while it's increasing, it should take 2 seconds from the currently displayed balance to reach the new total.
4. The number should be formatted correctly.

Part 2: Slots

In slots games, lines are sequences of the same icon starting from the left column.

Your Task: Write the logic that tests a given matrix for winning lines and scores how much the result won. You should test for the five examples in the table below. You should set up the code so it is easy to add more examples.

Example of positions for winning lines:



For the given example, use this pay out table for how much each icon (represented by 1-3) scores.

Symbols	3 in a row	4 in a row	5 in a row
1	5	10	20
2	10	25	50
3	25	50	100

Things to note:

1. A winning line always starts from the left-most column.
2. Only symbols 1, 2, 3 can score.
3. Sample arrays will be passed in to test if the solution was correct.