Game Developer Test

The task is to write a small application, which you will then share with us for code review, a practice that is heavily utilized in NetEnt. The general principles by which the application will be evaluated are readability, reusability and maintainability.

Specifications

The application is a simple slot game with a client and a server.

- Use JavaScript or TypeScript
- Server should be a Node.js App
- No framework can be used (i.e. React, Angular, Express, etc.)

The client should have the following features:

- Perform an outcome request to the server
- Display the result returned by the server using the provided graphical resources
- Display the Win type
- Support the Bonus feature

The server should have the following feature:

- Receive request from client and return a randomized outcome
- The outcome should be three random integers between 0-5
- Support Bonus feature

Win type

- Three types of win types: No Win, Small Win and Big Win
- Two equal integers constitute a Small Win
- Three equal integers constitute a Big Win
- Any other outcome constitutes a No Win

Bonus feature

- The Bonus rewards the player with a free request
- The server should randomly return whether the feature is triggered or not along with the regular response
- The client should present the regular result returned, then if the feature is triggered, perform a new request without any user input

Submitting

Provide us with a link to a repository or send it as a ZIP in an email.