

INSIDER CASE

In this project, we expect you to create a horse racing game.

- You can use vue 2-3, vue-cli, vuex/pinia
- You can use design libraries like (bootstrap, buefy, prime

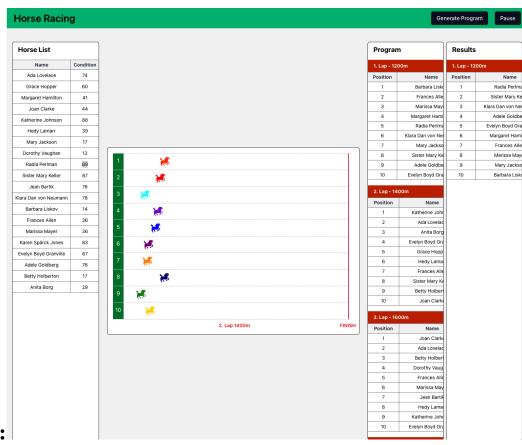
vue etc.)

- The horse list must be randomly from 1-20
- Clicking the **generate button** needs to create a race schedule consisting of 6 runs.
- Clicking the start button, the races have to run one by one
- Race results should be written in the results field in order.
- We expect the **horses** to move
- You can ask anything, anytime. Don't hesitate! Enjoy it.

Rules:

• There should be **20 horses** for the race

- Each horse must be a different color
- The condition of each horse should be between 1-100.
- 6 rounds of running must be done in 1 race
- Each round must run 10 horses randomly selected out of 20 horses.
- 6 rounds respectively (1200m, 1400m, 1600m, 1800 m, 2000m, 2200m) should be done in these lengths.
- State management(vuex/pinia) usage expected.
- Component design expected.
- You can use any color or styling.



Example: