JUST FOR THE WIN
GAME DEVELOPMENT AB

Assignment

The assignment is to make a win/lose game that is played by matching selected values/symbols with a randomized outcome. An example of how the game can look and work is added in the folder called example.

Game flow

1. The player should be able to select 1-5 values/symbols between 1 to 9 in some way (select image or drop down list etc.).
2. The player should be able to press a button to start the presentation of the outcome.
3. The outcome should be presented on the screen and it should be a random value between the values the player can select.
4. If the outcome is the same value as one of the selected a notification of a win should be presented. If not lose should be presented.
5. The player should be able to play again.

Rules

- Assignment should be solved by using HTML and Javascript.
- Visual presentation can be done with either HTML, Canvas, WebGL or a combination of choice.
- Should work in the latest Chrome browser.
- Around 4 hours. If you need to finish it up do so instead of sending a broken game.
- You should be able to explain how the code works.

Optional

- Use of external frameworks should be avoided (e.g. jquery). If a framework is used an explanation to why should be added.
- Images provided can be used but it is not required. You can present the game visually in any way you want.
- Use an animation to reveal the randomized outcome.
- Enhancing the game with sound.
- Send an additional and final version of the game within 48h.

The assignment is evaluated on:

- Problem solving
- Code structure
- Visual appearance and use of animations

- A working game

A zip file containing the game and instructions for how to launch the game should be sent back with email.