

Whack-a-mole

For this exercise you will be building a game called whack-a-mole. The goal of the game is to score 5 points. The player scores by clicking on an active circle. The player is penalized if they click on a circle that is not active. Each score and penalty are one point.

Additional Requirements

- Only one circle can be active at one time.
- The active circle must change every 1 second.
- The active circle must be updated at random.
- There must be a start button to start the game.
- The score must always be displayed to the player.
- The player should not be penalized if they click outside the circles.
- The player must be able to stop the game at any time.
- Once an active circle is clicked on, it cannot be clicked again to score until the 1 second interval is up.
- Once an active circle is clicked on, there should be some indicator to the user.
- The number of holes should be configurable.
- If the user wins, they should be displayed "You win!"
- If the user wins, they should be allowed to play again.

We will be looking for code quality, creativity, and completeness. We'll be sending you an MP4 file as an example of a solution. Your solution does not have to look like this and in fact should look different. The prompt is left a bit open ended so feel free to use some creativity here and show us how you'd like the game to be presented.

Have fun! 😊

