



'Whack a mole' is one of the top attractions at the Planday fair, but the other day one of the kids dropped his ice-cream into the machine, and now it's malfunctioning.

Can you help us get the machine up and running again?

Available assets.

We've gathered the parts you'll need to rebuild the machine:

If you want to use other assets, be our guest! We highly value creativity :)

- [whack-a-mole-bg.jpg](#) - base page with the background UI
- [mole.png](#) - the nasty critter that should pop up from the holes)
- [mole-hole.png](#) - the holes need to be added. Add and place as many as you want)
- [whack-a-mole-hammer.png](#) - if you want to show the hammer hitting the mole, you can use this

Assignment

The attraction works when the moles pop up and down in a random pattern, after you press the Start button.

You will need to have a start button, a timer - to show time left, and a score counter to display the score.

Make the game challenging, but not impossible - the moles cannot pop up and down too fast, as it will be too hard to hit them. It's up to you to find the right timing.

- Create a "Start" button that starts the game when clicked.

- When our player hits a mole, we give them 20 points!
Create a “Score” that tracks and displays the accumulated points during a game round.
The score needs to be updated every time a mole is whacked!
- A game round should last for 1 minute.
Create a “Timer” that informs the player how much time is left.
When the time is up, it should no longer be possible to see or hit the moles. We also want to inform the player that the game is over.

Bonus objectives *(do these if you want to show off your front-end skills)*

- Save the score in local storage, so the player can try to beat their own high-score
- When a player clicks on the area with the mole rats, a hammer needs to smack down.
- Have some fun fair-music playing when the game is running.
- Have different game modes: beginner, intermediate, hard. You decide what the difference should be.

Super bonus objectives *(only do this if you really want to impress us, and have the time)*

- Create a working High score list of top 10 best players (requires the player to enter their name also)

Here is an example of how a finished solution could look like, without a player name and high score page.



Surely, you can make a better and more intuitive " Whack-a-mole! ".

It will be exciting to see what you make of this challenge! Just remember to add your finished solution to Github, Bitbucket (or similar) and share a public link with us, so we can experience and evaluate your solution and the code behind it 😊

Happy coding!

/Planday Engineering team