



Client Developer Test Task – Shoot'em up game

Description

Create a browser game with JavaScript or TypeScript, without using any third-party game frameworks (i.e. Unity, Phaser, Construct, RPG Maker, etc.). The only exception is PixiJS which is recommended, but not mandatory.

Specification

- the game should work on most modern browsers on desktop
- the game should be 800x600 px in size, it is not necessary to handle resizing
- at the start, a *Splash screen* is shown for 2 seconds, then fades out and the game continues to the main screen
- the *Main screen* contains the following elements:
 - background with some animation to make the view more interesting
 - 4 buttons placed in the middle, from top to bottom:
GAME1, GAME2, GAME3 and EXIT
 - clicking the EXIT button navigates somewhere
 - clicking any of the GAME buttons takes the user to the game
 - a logo above the buttons
- the *Game screen* is a simple side scroller Shoot'em up with spaceships
 - the player's spaceship can move around the game area
 - it can shoot rockets
 - the background moves from right to left, with a parallax scrolling effect
 - every 2 seconds, an enemy spaceship arrives
 - the enemy spaceships move in some randomized way
 - if the projectile of the player's spaceship hits an enemy, its spaceship blows up and disappears, emitting particles
 - if the player's spaceship collides with an enemy object, it blows up, and the game ends, going back to the main menu

Scoring

The quality of the graphics is not counted towards the score. An additional score is awarded for using ES6+, TypeScript, PixiJS, and/or any source and resource optimization.

You can submit the task by uploading it to GitHub or by simply sending us the source by e-mail.