Test task for Derivco Estonia Mobile Web Developer position

Create a slot machine simulation web-app running under Google Chrome.

Detailed description

Slot machine page has following interface elements:
1. reels
2. pay-table
3. balance indicator (text-box)
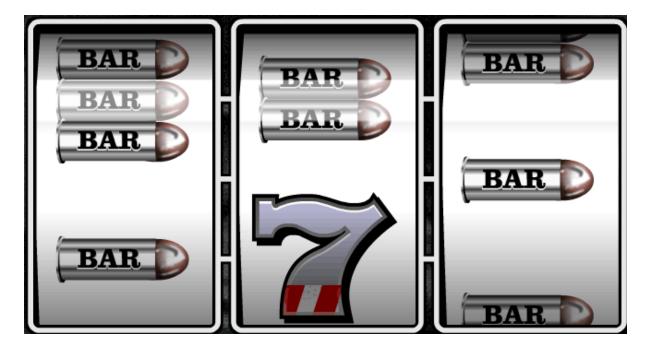4. SPIN button.
5. Debug area

Reels

Slot machine has 3 reels, each having following 5 symbols in order:
3xBAR, BAR, 2xBAR, 7, CHERRY

Only part of the reel is visible to user. There are horizontal win-lines on visible part of reel: top, center, bottom.
A reel can stop only in fixed positions. A stopped reel has either:

1. a symbol on center win line
2. symbols on top and bottom win-line positions

Note, that if center win-line has a symbol, bottom/top parts of peer symbols must be still visible (partly) as shown on figure (the rightmost reel).

Pay-table

Pay-table must indicate winning combinations and payouts as:
3 CHERRY symbols on top line 2000
3 CHERRY symbols on center line 1000
3 CHERRY symbols on bottom line 4000

3 7 symbols on any line 150
Any combination of CHERRY and 7 on any line 75
3 3xBAR symbols on any line 50
3 2xBAR symbols on any line 20
3 BAR symbols on any line 10
Combination of any BAR symbols on any line 5

When a particular win happens the winning sum on pay-table must start blinking. Also, the win-line on reels must be marked (for example a red line).

Balance area
Players current balance is shown on balance text-box. For debugging purposes, it is permitted player enter integer to balance box in range 1...5000.

Spin button
Press on SPIN button start spinning of all three reels. Each spin costs player 1 coin. During the reel spinning player can not do anything else than wait. The spinning must last 2 seconds, after that reels start to sop one by one (starting from left) having 0.5 sec delay between landings.

Debug area
It must be possible use the slot machine in two modes: random and fixed. In case of random mode, the reels must land random positions. For fixed mode, the player must able enter two parameters for each reel. These input parameters are:
1. a symbol from set {BAR, 2xBAR, 3xBAR, 7, CHERRY}
2. landing position of the symbol from set {top, center, bottom}

If fixed mode is active, the reels must land as specified by tester.

General guidelines
If you find any unspecified aspect in the description, you are welcome to solve using common sense and mention it in your release comments. The visual implementation must definitely have a spinning reel effect. Note, that the requirements above are MINIMAL ones and you are free to add features for exposing your skills on wider range. You can use any external frameworks/libraries and CSS techniques as long the application works under Google Chrome. We value code legibility/sustainability over optimization/quick hacks.

Provided assets
You must use the reel symbol graphics provided with the task. Though, you are free tomodify/combine the files as needed.

Packaging requirements
Upload your code under the FTP site that the link was given. The release must contain
• *index.html* as main launch-page of the application
• *readme.txt* with general comments/design principles or whatever seems important
• **.js/*.css/*.png/*etc files of whatever needed for the app
Once files uploaded, please send notification also to address: *cv@derivco.ee*