

# Homework interview task

#boomingGames

Use Pixi JS + TypeScript to make a game with following features:

- A map with area 50 x 50 blocks, one block is 35 px x 35 px
- Randomly generate 25 hays and 50 walls on the map area.
- Life of hay is 100 health, you can destroy it by bullets, but you can NOT destroy the wall.  
When hay is destroyed it should disappear.
- We have three tanks: Red, Blue, Green. They can fire bullets.
- Tank can fire just in one direction - straightforward.
- The damage of bullet for red = 10, blue = 20, Green = 25.
- Red fires 2 bullets, Blue fires 3 bullets and Green fires 1 bullet.
- You can move and rotate the tank using the keyboard, but can't go through walls and hays.
- Players can change the tank anytime during gameplay by clicking button T on keyboard.

You can use any sprite for wall, hay, tank, and bullets. Download any free assets from internet or draw it as PIXI.Graphics.

Do not use any external libraries except the Pixi plugins.

Things which will be evaluated:

- code quality
- architecture and extensibility
- actual product in terms of number of bugs and level of polish

Things which will NOT be evaluated:

- UI/UX
- design