Coding Test – Catching Game

Task

Create a simple **mobile-friendly HTML5 game** where the player catches incoming soccer balls by tapping the screen.

Game Rules

- Soccer balls come toward the player.
- When a ball appears, user **taps the screen to catch it**.
- If caught → score increases.
- If missed → lose 1 life.
- Player has **3 lives**.
- Game ends when:
  - Lives become 0 **OR**
  - Timer finishes.

Screens Needed

1. Start Screen – Play button
2. Game Screen – Ball, gloves, score, timer, lives
3. Game Over Screen – Final score & Play Again button

Tech Stack

- HTML5 + JavaScript
- Any JS game library is allowed (Phaser / Pixi / CreateJS / Integrated GSAP/ Unity/any other JS frameworks.)

What to Submit

- Source code (GitHub link or zip file)
- Simple README on how to run the game

Timeline

3 Days to submit