**For this task, we would like you to…**

1. Display the game layout using the HTML5 Canvas.

2. Create the game logic using Type Script.

In the folder you will find all the resources that you need and also a video for reference.

**The logic:**

There are 9 boxes and each of them contains a multiplier. There are only 3 different multipliers (values can be anything between 15 and 20) available, each of them being available in 3 of the boxes in random positions. When you press spin, the wheel will rotate and will stop at a random number. The number will indicate the box that will open and will reveal the multiplier. The player presses spin again and a second multiplier is revealed. If the two multipliers are the same the game stops and the player wins an amount equal to that value multiplied with an initial bet value (set in code at initialization). If the second spin does not reveal a multiplier identical to the first one, a third and fourth spin may be needed in order to reveal two identical multipliers. Please look at the sample video to see the actual behavior in action.

Best of luck, we look forward to seeing what you can produce.