

ReactJS Challenge

Minesweeper



Background

- The purpose of this exercise is to gain an understanding of your knowledge of JavaScript, ReactJS and your coding standards in general.
- This is a pure ReactJS - Redux app, there is no need for a node/express REST api.

Game Requirements

- 16 x 16 board as shown above
- Randomly hide 40 bombs behind the “tiles”.
- Show the # of bombs that are adjacent to an uncovered tile
- Allow the user to “flag” a tile as having a bomb.
- If the user clicks on a tile with a bomb its game over!

What We Are Looking for

- How you organize components, and break up the board into smaller parts for reusability
- How you are passing state to the components and keeping track of counts
- How you are managing styling
- Complexity of functions that display a cell
- How you are storing data in redux

Bonus Points

- Using automated unit tests to test your components
- Using a node/express REST API to save and report on the high scores

Additional Information

- Should take 2-3 days to complete.
- Should be packaged up in a zip
- Should be runnable from Terminal/PowerShell