



Aquafadas

The Bee Game

Objective:

The objective of this exercise is to create a PHP application that performs the following tasks:

- ✓ A web page must be produced as the interface to play the game. Styling is not expected or necessary.
- ✓ A button must be present to kick off the process of hitting a random bee.
- ✓ All code must be submitted to work in a local environment. Hosted solutions will be rejected.
- ✓ The game must adhere to the following rules and constraints.

Specification:

Bees:

There are three types of bees in this game:

- ✓ Queen Bee
 - The Queen Bee has a lifespan of **100 Hit Points**.
 - When the Queen Bee is hit, **8 Hit Points** are deducted from her lifespan.
 - If/When the Queen Bee has run out of Hit Points, **All remaining alive Bees automatically run out of hit points**.
 - There is only **1** Queen Bee.
- ✓ Worker Bee
 - Worker Bees have a lifespan of **75 Hit Points**.
 - When a Worker Bee is hit, **10 Hit Points** are deducted from his lifespan.
 - There are **5** Worker Bees.
- ✓ Drone Bee
 - Drone Bees have a lifespan of **50 Hit Points**.
 - When a Drone Bee is hit, **12 Hit Points** are deducted from his lifespan.
 - There are **8** Drone Bees.

Gameplay:

To play, there must be a button that enables a user to “hit” a random bee. The selection of a bee must be random. When the bees are all dead, the game must be able to reset itself with full life bees for another round.

Constraints:

- ✓ The application must run through a browser.