

Submission Duration: 24 hours

Tech stack:- open to use any JS Library/Framework

Share it via JSFiddle/JSBin

Assignment

Problem Statement

Mario is very hungry and wants to eat mushrooms but they are randomly hidden in a grid of $M \times N$ where M is number of rows and N is number of columns. **Mario will always start its hunt for mushrooms from 0th cell, i.e (0,0).** To help Mario move you have to **use the arrow keys** to reach a particular mushroom. Mario tummy will be filled only after he has eaten all the mushrooms in the grid.

Input:

1. A Prompt asking for M number of rows
2. Another Prompt asking for N number of rows

Output:

1. No of cells travelled by Mario to fill his tummy

Other Important information

The **number of mushrooms hidden in the grid is equal to number of rows** which will be **randomly distributed** in the grid, i.e. if you have created a 10×10 grid the number of mushrooms in the grid is 10.

For sample example please refer to the link:

<https://player.vimeo.com/video/219341567?color=ffd54c&title=0&byline=0&portrait=0>

Good to have:-

1. Follow some design pattern.
2. To start mario game press any arrow key.
3. Mario will continue to move in the direction of the arrow key pressed and will reverse its direction once he has reached the grid end points until if there is an another arrow key press.

e.g) Mario is at 0,0 and grid is 10x10 and user pressed left arrow key. Mario will start moving left and if it reaches 0,10 it will reverse its direction if no key is pressed, 0,0 and will continue to do so until user presses any arrow key. So if at 0,5 user presses down arrow key, Mario will change its direction and will traverse down to 10,5 if no arrow key is pressed it will traverse back to 0,5 and so on and so forth.