

The Bee Game

Objective:

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

- A web page must be produced as the interface to play the game. Styling is expected and necessary. Show your creativity!
- 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