TEST TASK

The goal of the assignment is to create the puzzle you see attached (zip).
The aim of the puzzle is to solve it by drag-and-dropping the pieces from the grey area and fit them into the squares. When a piece is dropped onto the correct square it is put there, otherwise it moves back to its original place.
When you open the page, you see an unsolved and incomplete puzzle with all its remaining pieces in the grey area. To start the game, you have to write your name and click start. The timer starts counting and when you correctly move all pieces to the squares you'll get a notification with your score time. After that you can choose to play again or save the time. Use json-server to create simple API get/post. Save your time into db and show top 10 scores on the screen.
How you do all of this is completely up to you. You could add effects, the missing piece checks, a completeness score and so forth. Be creative and upload code on your github repo.

Use the following technologies and tools:
-   latest features of JavaScript (ES6 and above),
-   HTML5,
-   CSS3 compiled with some preprocessor,
-   WEBPACK as your module bundler,
-   json server for API (https://github.com/typicode/json-server)

You can also use libraries if you wish. Unit tests will be extra scored.