

Address: Gildestraat 29, 9150 Kruibeke, Belgium

Phone: +32 495 346760 **BTW**: BE0554 726 964 RPR: Dendermonde **IBAN:** BE20 7360 0426 7256

BIC: KREDBEBB

we would like

you to create a game, more specifically an adaptation of the popular game « Whack-a-mole «. The

assets of the game will be provided by us.

The concept of the game is simple. There are a total of 12 moles structured into 3 rows of each 4

moles. It's up to the player to score points by whacking the moles when they pop up.

Using RNG, one of the moles should become active for a given amount of time and the player should

be able to whack it. Whack it successfully and the score gets incremented. Any player can play

game for 2 minutes, after which the game ends and a leaderboard should be shown showing the rank

of the players.

The whole project should be available on a public repository using a VCS like Bitbucket or Github.

After review of your project we would like to invite you back for a chance to defend your work and

talk about the why, what and the how.

Requirements.

You are allowed to use all the tools in your toolbox to approach the problem, although we define the

boundaries of the sandbox in which you would have free reign.

Frontend Framework.

The frontend should be done in React / Redux, using typescript as the preferred language.

b. Score & Leaderboard.

The game should have a score & leaderboard where the scores of the best 10 players are visible. The score of the current game should be clearly visible while playing and should instantly react when the score changes. On the top of the leaderboard you should see the player with the highest score.

C.

Data.

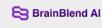
The data to work should be provided by a backend service.

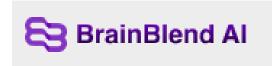
You should think about unit/integration testing when working on the project.

e.

Styling.

You are given complete freedom in how you would style the project, as long as you still have





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3 rows of 4 moles each to play with.

Measurement of success.

What we are looking for is the project as a whole, specifically how you would approach the problem

using any toolset you know of given our sandbox boundaries.

Things we look out for are - albeit not limited to - the following

a.

Clean code.

b. Coding concepts & Paradigms

C.

A positive & constructive Code review session afterwards

