
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
the
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.
a.
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

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