

Simple game - Frontend Game Developer Junior Test

Description

Create a simple game inside an HTML canvas with the following functionality:

- The game start with 10 cards showing backward.
- The player can click on each one of them to reveal the value of the card. The value of the card can be a number between 1-10 and it should not repeat between the cards.
- After the player has reveal 5 cards, the game will show the sum of the 5 revealed cards as the win amount and a button to "shuffle" will appear.
- The "shuffle" button will allow the player to reset the game, putting all the cards backward again.

Specifications

- Code **must** be written on JavaScript or Typescript. You can use any free / open source tech stack that helps you create the project.
- You can use any rendering library or HTML engine (Pixijs, Phaser...) except the ones with a visual interface (like Unity).
- All the game **must** be inside a HTML canvas, do **NOT** use any other HTML element for it.
- The results on the cards should be different each play.
- Clean code and a good organization of the code are highly valued.
- You can use any asset you want / need (there are tons of free assets on the internet), they will not be taken into consideration as we will be looking at your code not the assets.
- The final project should be delivered as zip or a link to the code (for example on github) including a file with instructions to run the app.

Nice extras to have (but not mandatory):

- Use **Pixijs**
- Add animations (A flip on the cards, hover on the button, appear / disappear effects, particles, tweens, filters, etc), the more the merrier. In this position you'll be doing animations constantly so, show us what you can do!
- Add sounds (win sound, button click, background music...)
- You can add a server to receive the cards values (it can be mocked)