

Function reactive programming in Elm

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There is only one, but hopefully fun exercise. Please send your solution to mateusz.kolaczek@gmail.com. The deadline is 03.06.2015.

Exercise

Implement a simple game of your choice in Elm. It must not be Snake, but something of a similar complexity. Focus on a minimal set of features to make it playable. For instance, if you wanted to implement Snake (no, you can't), the required rules would be:

- the player can control the snake with his arrows
- the snake moves at a regular interval
- the fruit spawns randomly on a free position at the beginning of the game and whenever it's eaten
- the snake gets longer when it eats the fruit
- game over conditions are correctly checked

What is not required:

- menu
- scoring
- restarting on game over
- ...

But you can't implement Snake.

Hint: Google for „Simple games to implement”