

CODE

CHALLENGE

Position: iOS Engineer

CHALLENGE SUGGESTIONS

Below, two possible challenges are described. The applicant is free to select one of the two.

OPTION 1 - FALLING WORDS

Idea

The task is to write a small language game. The player will see a word in language „one“ on the screen. While this word is displayed, a word in language „two“ will fall down on the screen. The player will have to choose if the falling word is the correct translation or a wrong translation. The player needs to answer, before the word reaches the bottom of the screen. A counter that gives the player feedback should be included.

Room for creativity

It is up to the applicant to implement how the player chooses correct or wrong. There must be a clear scenario how the game ends, the criteria for that is up to the candidate. In what way correct/wrong/no answer is counted can also be freely chosen, but there must be some visual feedback.

OPTION 2 - WORD BUZZER

Idea

The task is to write a small multiplayer language game for one device. The game screen will contain a „buzzer“ button in each corner of the screen - one for each possible player.

The players will see a word in language „one“ in the middle of the screen. While this word is displayed, a word in language „two“ will fade in from some border of the screen, move over the screen and then fade out again within just a few of seconds (1-3s). After one word is faded out, a new word is faded in.

The players hit their buzzer when they think the correct translation set is presented. The first one hitting his button will either be right or wrong and the next round is started with a new target word in the middle.

There should be some feedback to the players telling them how well they are doing.

It should be ensured that the correct word will be shown at a frequent enough pace.

Room for creativity

The applicant can choose how to implement the success or failure feedback to the players.

EXPECTED RESULT

Input

Along with this document the applicant will receive a file ,words.json' to be used as the data for the game. Alternatively the words data can be accessed from the URL [here](#). The file contains sets of translations between two languages. For the "wrong" answers the applicant can randomly select any word from the provided json.

Expected Output

The output should be a runnable git versioned Xcode project containing the full commit history, either sent as a zip file or as a link to a GitHub repository. Please also consider writing tests.

In addition a small project documentation should be included stating:

- * how much time was invested
- * how was the time distributed (concept, model layer, view(s), game mechanics)
- * decisions made to solve certain aspects of the game
- * decisions made because of restricted time
- * what would be the first thing to improve or add if there had been more time

Constraints

- * ensure that a correct matching answer is presented with reasonable probability
 - * task should be completed in about 4 hours. It should not exceed 8 hours of work
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