

Server Developer Exercise

Create a Net6 Solution with the relevant projects for the below requirements.

- Create a basic Game Server which accepts WebSockets
 - Use ASP Kestrel for networking.
 - Use Dependency Injection to declare/consume services.
 - Make sure API Routing is easily extendable.
 - Player state could be saved in Ram only.
 - Game Server API:
 - Login: accept DeviceId(UDID) and response with PlayerId
 - Make sure the player is not connected already, If so respond accordingly.
 - UpdateCoins: accept a coin change response with a new balance.
- Make sure to use a clean and highly professional attitude when preparing this Solution.
- Ma not over engineer and do not under engineer.

Good luck!