TruPlay Games Code Screen

Coding Exercises

Pick one challenge from the list below. Do your best to implement the proposed game in code, translating the spec to a functional product.

Duration	Timebox to a week or an agreed-upon timeframe.
Language	C#
Deliverables	A link to a GitHub repo or a *.zip file stored on Google Drive is preferred. Please provide everything necessary for the program to run "out of the box." A partial solution within an agreed-upon timeframe is preferred over a perfect solution that takes longer.

1. Tic-Tac-Toe

- Implement a single-player version of the game *Tic-Tac-Toe* against any kind of AI or random moves.
- Spec: https://www.thesprucecrafts.com/tic-tac-toe-game-rules-412170
- Visualization: Text or ASCII art is fine, bonus points for graphics in Unity3D.

2. War

- Implement a single-player version of the card game *War* against any kind of AI or random moves.
- Spec: https://www.thesprucecrafts.com/war-card-game-rules-411145
- Visualization: Text or ASCII art is fine, bonus points for graphics in Unity3D.

3. Battleship

- Implement a single-player version of the board game *Battleship* against any kind of AI or random moves.
- Spec: https://www.thesprucecrafts.com/the-basic-rules-of-battleship-411069
- Visualization: Text or ASCII art is fine, bonus points for graphics in Unity3D.

4. Breakout

- Implement a version of the game *Breakout*.
- Spec: https://www.youtube.com/watch?v=Cr6z3AyhRr8
- Visualization: Graphics with Unity3D preferred.