Senior Server Developer exercise

Create a **Net8.0** Solution with the relevant projects for the below requirements.

- Create a basic Game Server which accepts **WebSockets** (use Dotnet's System.Net only, do not use signalR or mediatR or any other lib)
  - Implement handlers for the following socket messages (all messages from client should be sent through the socket only):
    - **Login**
      Accept DeviceId(UDID) and response with PlayerId
      - Make sure the player is not connected already, If so respond accordingly.
    - **UpdateResources**
      Accept ResourceType(coins, rolls), ResourceValue and Response with new balance.
    - **SendGift**
      Accept FriendPlayerId, ResourceType and ResourceValue.
      Update the sending player's player state and the friend player state.
      If the friend is online then send a GiftEvent with the relevant information to him.
  - Make sure that the socket messages routing can be easily extended with more handlers in a clean way.
  - Player state can be saved in Ram or Sqlite.

- Create a client console Application to test the GameServer APIs.
- Use the Serilog library to effectively log both Server and Client.
- Make sure to use a clean and highly professional attitude when preparing this Solution.

Good luck!