



## **TECHNICAL ASSESSMENT**

### **GAME DEVELOPER**

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## 1 OVERVIEW

### 1.1 Project Description

The purpose of Technical Assessment: Web-based Game Application is to provide the end user with the ability to play a slot application using given assets. This is a standalone application which should be able to load the set of game graphics, display results and compare the center line results against specified pays.

#### 1.1.1 Development Requirements

- Tool: Visual Studio.Net 2019 or newer
- Application Type: Web Application
- Framework: .NET 7 with JavaScript
- Language: HTML5, Java Script, C#, CSS

## 2 PROJECT SCOPE

The following components and functionality should be included in the application.

### 2.1 Game Functionality

- UI/Console:
  - Credits
    - Display preloaded 1000 credits
    - Increase and Decrease depending on Bet and Win results.
  - Bet
    - Increase and Decrease player wager amount Starting from 1 increase to 3
  - Spin
    - Starts game play
    - Symbols spin for 3 secs
    - Lands and displays a result
  - Win
    - Display 3 of a Kind win amounts according to pay table



### **3 HIGH-LEVEL REQUIREMENTS**

This section provides detailed description of all features required in the application.

#### **3.1.1 Result Management**

The following features must be available to the user

- Spin and display symbol combinations
  - Use Visual Studios RNG to display given symbols
- Bet and Wager
  - BET window amount changes amount
  - Credit subtracted from CREDITS window of console
- Result: Win
  - WIN amount is the symbol pay multiplied by credits bet
  - Display in WIN window of console
  - Credits added to CREDITS window of console

### **4 RESOURCES**

#### **4.1 Resource Files: Game Components**

- Game Assets:
  - Background
    - Test\_Playscreen\_background
  - UI/Console
    - Test\_Playscreen\_btn\_plus
    - Test\_Playscreen\_btn\_minus
    - Test\_Playscreen\_console\_bet
    - Test\_Playscreen\_console\_credits
    - Test\_Playscreen\_console\_spin
    - Test\_Playscreen\_console\_win
  - Symbols
    - Test\_Playscreen\_sym\_01
    - Test\_Playscreen\_sym\_02
    - Test\_Playscreen\_sym\_03
    - Test\_Playscreen\_sym\_04
    - Test\_Playscreen\_sym\_05



#### 4.1.1 Pay

Table

Represents a set of results to be validated with the following table format:

Symbol	3 of a Kind Pays
Sym_01 (7)	500
Sym_02 (Horseshoe)	400
Sym_03 (Clover)	300
Sym_04 (Bars)	200
Sym_04 (Cherry)	100

#### 4.1.2 Reference image

