

Heat Map

Thank you for taking the time to complete the Heat Map test and for your interest in programming roles at ArenaNet, Inc.

Here are some things to keep in mind while taking this test:

* We aren’t looking for a “silver bullet” solution but how the problem is approached given a high-level request. The task is intentionally open-ended.
* We look for code correctness, style, and performance but how you rationalize the choices you make are equally important.
* If you make assumptions make them clear.
* “Resolution” refers to the 2d world space area that map to a single data point. If you specify a resolution of 10, then a single data point covers a spatial region of 10 game units (inches, meters, etc.).
* X, Y map dimensions are independent.
* You don’t need to serialize the events that lead to the final counter value, just the final counter value itself.
* The user should be able to query whatever region of the map they want at once. Smallest being a single cell, largest being the entire map.
* Have fun with the problem.