



Game Server Developer

Mini Game

Find out the average euro value rewarded when playing one round of this game, using a 10 million game simulation AND exact calculations

Description:

Consider a mini-game.

The player sees 12 boxes. They open box after box until a "Game over sign" appears.

The boxes contain various rewards that are randomly divided between the boxes.

The contents are:

1x €100;

2x €20;

5x €5;

1x "Extra life". If one of these boxes are awarded, the next "Game over sign" is nullified.

3x "Game over sign" - ends the game.

When the game is over, the player gets an additional reward. It is chosen randomly from four options:

€ 5, €10, €20, "Second chance" - return to the game in the previous state.

The next time the game finishes, the "Second chance" option is disabled (only the three above options are available)

Technical requirements:

Use an object-oriented approach with the Java 8 programming language;

Maven;

Junit;

Good luck, have fun and remember: good code wins arguments! Good object design is more important than a good result.

Disclaimer:

This is a test assignment and no part of your work will be used for purposes other than recruitment.