



Hatch | Programming assignment

Task 1

Context

The goal of assignment is to create simulation of Pac-Man game. Pac-Man is walking in the maze of determined size. The maze could have walls so Pac-Man cannot go through them. Each time Pac-Man enters new cell of the maze – It collects a coin. Pac-Man can only move in 4 directions: E = East, S = South, N = North, W = West. If Pac-Man faced a wall – it stays in the same cell. Pac-Man cannot leave a maze.

You need to create an application that can accept as an input such information from input file:

- First row: Size of the maze as 2 numbers. Example: 7 7
- Second row: Starting position as 2 numbers. Example: 1 6
- Third row: Trajectory as a list of letters that determine order and direction of moves. Example: EESWSSWNWW
- Starting from the next row: pair of numbers that represent position of the walls. Example: 1 4

You asked to create simulation of Pac-Man movement. Your application should output coordinates of cell where Pac-Man finished the game and total amount of collected coins.

Pac-Man can't start his game on wall or outside of play zone. In this case Your function should return: [-1, -1, 0]

Task 2

You need to create an application that will scrape links to Brands' logos on the website:

<https://www.gethatch.com/en/>. Links should be printed to console output.

Requirements

- Your submission should contain the following:
 - Source code
 - Short description of the approach and limitations of the implementation

Good luck!