

What we need from you, before official contract signing:

If we consider you as a candidate, you will be given a task to complete in order assess your skills and evaluate your experience, this task will make use of all the **technical skills** mentioned above and should take from 2 to 4 hours, depending on your skill level.

The test task consists on the following:

Each game we bought has different settings, those settings are passed to the game's constructor via a JSON object, for example (shortened for readability):

```
var oMain = new CMain({  
    win_occurrence:30,  
    slot_cash: 100  
});
```

Since each game has unique settings, it would be cumbersome to create a unique form in the admin panel to modify each game settings and save them to the DB.

The idea is these settings will be saved as a JSON-encoded string inside a TEXT field in a MySQL DB, for each corresponding game.

However, we need to make it a bit easier on the admin to actually modify these settings without having the technical skills of JSON syntax and allow to save any changes he desires for each game. We will make use of a JSON editor such as the following:

<https://jsoneditoronline.org/>
<https://www.cleancss.com/json-editor/>

You will NOT be developing this editor, you will use a ready-made one, or a library and implement it. And we only care about the editor shown on the RIGHT side of those examples, no need to show raw code.

Those settings will be retrieved from the DB and decoded when passed to both the editor and the game. Important key point here is, this will be an EDITOR, not a creator of settings, the settings are already pre-defined for each game and will not change, the editor will read them from the DB, present them in a friendly way, allow modifying of each one and save again to the DB, nothing more.

Based on the previous description, we can define the task as follows:

Main objective:

- Using Laravel 5+, **Implement** a friendly JSON editor for the admin to modify each game settings and save them as a JSON encoded string in a TEXT field in a MySQL DB.

Secondary objectives:

- Use a Laravel migration to create a table with their corresponding ID primary field and a TEXT field where these settings will be saved. Allow retrieving and saving multiple ones (one row per game)
- Create a view containing a simple panel using Bootstrap 3 to show this editor with a save button that will post to a route with a Controller, to save the settings.
- Create above the editor a simple table which will show a list of “fake” games with just their ID, each one will have their own JSON encoded settings (use any JSON encoded object to pre-populate the DB with a Seeder, with 3 properties it should be enough, for example: game_name, win_rate, credits) and 3 to 5 games should be enough.
- When clicking any game on this table, the editor will be enabled and will load the settings for that selected game.

If you complete the task successfully and we are happy with your code quality, approach to the problem and organization, you would have completed your first task in the project and will be hired. So make your best effort since you will later implement your own work in the real system as part of your tasks.

If you find a better way to do it, welcome it is. Creativity to solve this task is encouraged.