# LILA

# Full stack assignment



LILA Engineering culture is driven by ownership and problem solving. We are a small team where every engineer contributes significantly. We are working on a technically complex game (multiplayer shooters are one of the most complex games to build). We focus on strong fundamentals and ability to build solutions end to end.

We are looking for developers who are driven, ambitious and want to build great products.

If you want to join our team, we have a small test for you below.

Good luck!

**Problem Statement**

# Create a deployable multiplayer Tic-Tac-Toe mobile game using the tech stack of your choice.

## Task Details & Breakdown

- Implement server-authoritative multiplayer mode to control and update the state of the Tic-Tac-Toe game. Ensure that the server manages the game state rather than relying on the client.

- Create a matchmaking mechanism to allow players to search or create a game.

- Deploy the server and game to any cloud provider of your choice.

- Good to have (optional):
    - You can use NAKAMA which is used in our game as well. It provides services for matchmaking and game logic.
    - Ensure that you can handle multiple simultaneous games.
    - Implement a leaderboard system that tracks the ranking and performance of players.

## Sample Implementation
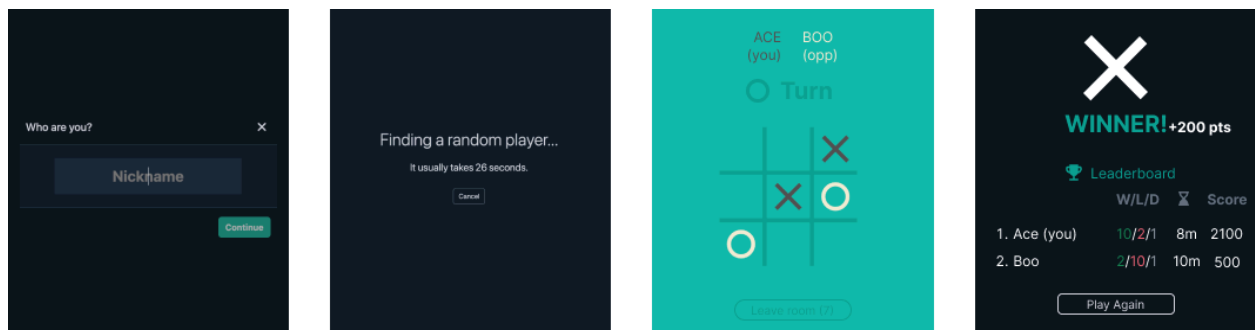


## How to share the assignment

Please share the **deployed link** of the game and share the source code. Good to have a readme with design choices and architecture.