

Funambol - Technical Discussion Prompt

Your mission, should you choose to accept it, is to develop a prototype for a puzzle game.

- We want to create a 3x3 grid puzzle with square tiles
- The picture shall be retrieved from one of the following sources:
 - the following url: <https://picsum.photos/1024>
 - a local asset if no network is available (you can pick your own asset for this)
- To move a tile, the user shall select the tile and drag it over another tile: the two tiles will swap
- Once a tile is positioned in the right place, it is no longer possible to move the tile
- When all the tiles have been positioned in the right place, the user shall be notified that he completed the puzzle

Bonus:

- The progresses made must survive to phone orientation change
- Good test coverage

A reference implementation video can be seen at <https://zefiro.me/share/JSYkL76rnRQper1P>

No particular design pattern, language or technology is required, feel free to use what works best for the project.

Delivery

Please publish this on github / bitbucket and share the link of the repo with us. If you prefer not to make the repository public feel free to let us know so we can share with you our github users

Timing

We expect the solution to be delivered in 1 week. If you need more time for specific reasons, feel free to contact us.