# Take Home Test

## Instructions:

Do not spend more than 2-3 hours on this test.

The deliverables are a single Visual Studio solution containing your projects along with any documentation you feel you need to support your implementation.

If you run out of time, please provide a brief description of what you would do given more time.

## Scenario:

A game designer has given you the following user story to implement:

#### Story

As a player

I want to open a chest and receive an item

So that I can use the item in the game

#### Acceptance criteria

*Scenario: Receive item from loot table*

Given I have a player

And a configured loot table

When I roll on this loot table

Then I receive a random item from the loot table

And a log is written with the players username and received item

#### Dev notes

C# Service hosting a REST-ful API endpoint

BDD/TDD development approach

Configurable loot tables at runtime

Idempotent

#### Example loot table

|  |  |
| --- | --- |
| Item | Drop chance % |
| Sword | 10 |
| Shield | 10 |
| Health Potion | 30 |
| Resurrection Phial | 30 |
| Scroll of wisdom | 20 |