

Game of Three

Scoober Integrations Team - Backend Coding Challenge

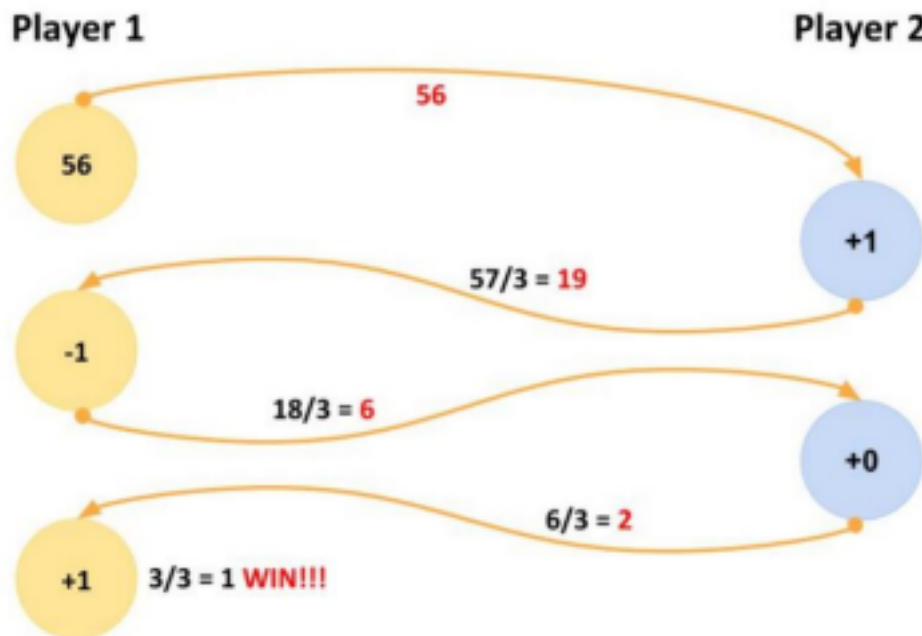
Goal

The Goal is to implement the backend solution for a game with two independent units – the players – communicating with each other using a method of your choice.

Description

When a player starts, it incepts a random (whole) number and sends it to the second player as an approach to starting the game. The receiving player can now always choose between adding one of $\{-1, 0, 1\}$ resulting in a new number. Divide it by three. The resulting whole number is then sent back to the original sender.

The same rules are applied until one player reaches the number 1 (after the division). See example below.



For each "move", a sufficient output should be generated (mandatory: the added, and the resulting number). Both players should be able to play automatically without user input. The type of input (manual, automatic) should be optionally adjustable by the player.

Notes

- Each player runs on its own instance (independent terminals, two browsers, web-workers, etc.).
- When a player starts the game, the other one may not be available yet.
- A terminal output is sufficient for this solution. We won't evaluate Frontend code because the role doesn't require such knowledge.
- Please share your project on GitHub and send us the link.
- Try to be platform independent, in other words the project must be runnable easily in every environment.

Hints

- Check configurability.
- Review your concepts from DDD.
- Watch out for the anemic domain model.
- Using events will be considered a plus.
- Think about how the solution should behave under high demand.

Good luck!