KENO Web - Recruitment - Coding Challenge

Keno Digital - Flutter Coding Challenge 2025

Objective:

To create a minimal version of the Keno live ball draw and ticket matching system.
This is meant to help us understand your programming styles and preferences, also the capability of implementing features and good code structure.

Time expectations

- Time will vary depending on the additional options, but here is a good guide:
  - Project setup in Flutter - 1 hr
  - Minimum challenge - 2-3 hrs
    - Including README notes
  - Advanced challenges - this is additional and up to you how long you spend

Requirements:

1. You will need to set up a project with Flutter and the tools of your choice.
2. Clearly state how to build and run in a README file.

Features:

- Ball draw: A ball draw is an action to draw 20 numbers from 1 to 80, randomly, and display the 20 numbers on the screen.

- Ticket: The user can purchase a ticket by selecting 10 unique numbers from 1 to 80 and display them on the screen.

Scope:

Only Minimum is required. But if you find it too easy for you, there are more options for you to shine. Don’t worry if you do not have time to tackle the other levels.

Minimum:

- Provide a way for the user to create a ticket.
- Provide the ball draw that can be triggered by a button to start, it shows 20 numbers on the screen, in ascending order.
- Highlight the numbers on the ticket that are matching the numbers drawn from the ball draw.
  - Ball draw: 1 5 8 17 21 23 34 37 38 40 45 47 59 61 62 64 69 72 78 79
  - Ticket: 5 13 14 27 34 41 44 48 59 73
- Minimum testing is expected.

Advanced:

Add a time factor to the ball draw

- The ball draw draws each number sequentially every 2 seconds.
- Highlight the numbers on the ticket only when a number is drawn. (real time matching numbers)

More challenges:

choose what you are strong at:

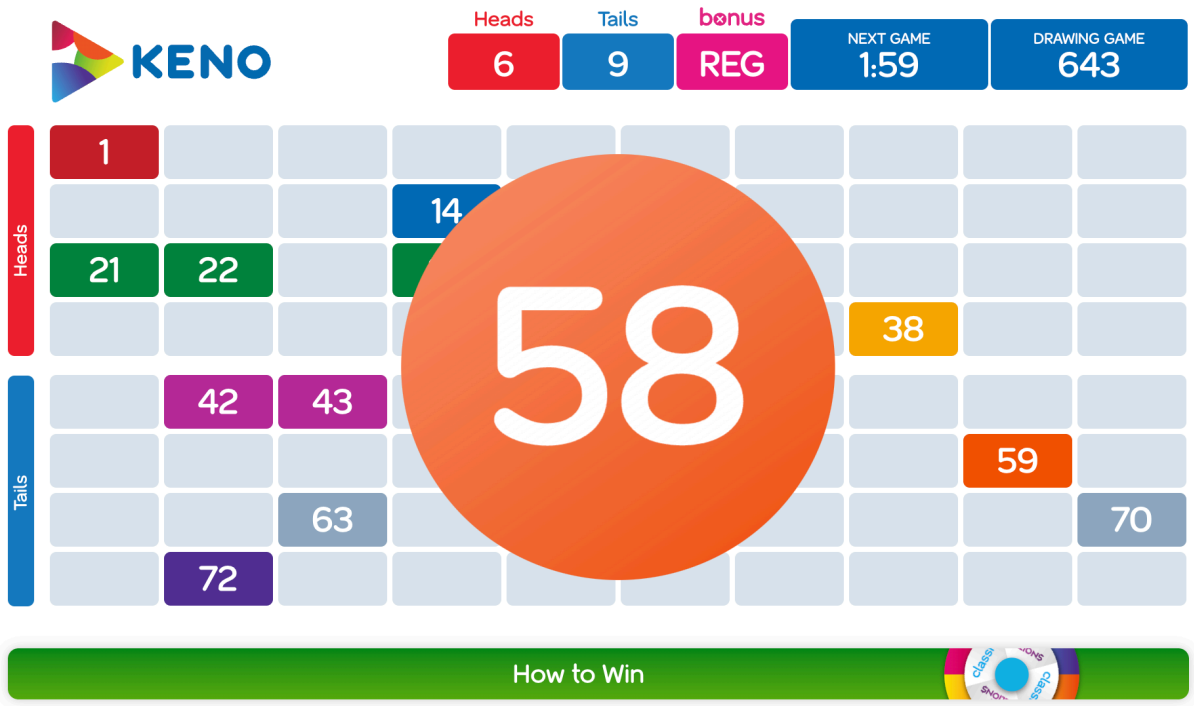
- Polish the UI and adds UX of your understanding
- Animations and transitions
- Good use of state/UI management
- Good testing (no need to have 100% coverage)

Submission:

You can either push to github and send us the link to the repo or send us the bundled files in order for us to run your code.

Note:

You can take a look at our website or apps (www.keno.com.au/live-draw) of what a ball draw looks like. However, you are not required to mimic. You are encouraged to do it in your own way.


KENO
Heads
6
Tails
9
bonus
REG
NEXT GAME
1:59
DRAWING GAME
643
Heads
Tails
1
14
21
22
38
42
43
58
59
63
70
72
How to Win