Gain Life Developer Interview Challenge

Introduction

This is a technical challenge for Software Developers. Please review and complete the following tasks.

Task

Program the game "Othello" (https://www.eothello.com/) as a SPA using Typescript and React. You can use any quick-start framework you choose (such as CRA, Vite, Next, etc.).

Please provide a zip file containing a git repository of the application, or access to a public version of the repository and specific commands how to build and run it.

The app should be able to be run locally with following commands - `npm install` - `npm start`

It should run on Unix systems.

It must be a client-side rendered app (if you use Next.js you cannot use SSR or SSG)

Document your steps to solving the game logic / writing the webpage in your commits as well as in the README.

Notes

While this is a silly game, let's treat it as a business problem. Please make your code extensible, so that it can support any requirements that the business team might throw your way. For example, how might they want to change the game to make it more interesting or easier to sell.

Feel free to program any ideas that you come up with that change the original game (while still supporting the vanilla Othello), or in a follow up meeting with me show me how you planned to support the feature (and that the current code will support it).

Document your thoughts and ideas (implemented and not implemented) so we can see your thought process.

DO NOT write a backend, login page, or anything else that is a distraction from the actual challenge.

Our current front-end tooling is: - React - Typescript - Redux - Eslint - Nx - Vite

Feel free to use and explore these tools or use others (such as RTK). In the follow up, be prepared to discuss why or why not you would use these tools or others you might have chosen.