ASP.Net DEVELOPER

DEMO PROJECT

HELLO!
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At this stage of the interview, you will do a project that measures the skills needed for the position you applied for. Also, you will have an idea about the tasks you will be doing in Panteon. You can find project details and instructions below.

GENERAL INFORMATION
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You are responsible for designing an Admin Panel for a game with ASP.NET Core.

SCENARIO
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There will be 3 different pages(Register, Login, Configuration). Users will be able to create new user in Register Page and will be redirected to Login Page. After logging in, they will be directed to Configuration Page. The details of each page will be explained below.

REQUIREMENTS

General
- UI should be understandable and easy to use.
- Please pay extra attention to design of UI.
- ASP.NET Core should be used for backend.
- React should be used for frontend.
- All user related data should be stored in SQL database, preferably MySQL.
- All configuration related data should be stored in NoSQL database, preferably MongoDB or DynamoDB.

Login And Register Pages:
User has 3 different attributes.
  - Username
  - Password
  - Email

Users should be able to login via username and password.
If user doesn't have an account yet, by clicking to create account, they should be redirected to register page.
Register Page should have 3 input fields:
  - Username
  - Password
  - Email

After registeration is successfull, users should be redirected to login page and should be able to login with their credentials.

Restrictions:
  - Username and email must be unique per user

In any type of wrong input, user should be warned however you want.

Buildings Configuration Page:

Each building has:

  - BuildingType
  - BuildingCost
  - ConstructionTime

Building Types:
  - Farm
  - Academy
  - Headquarters
  - LumberMill
  - Barracks

Configuration should be represented via grid.
Grid Columns should show the values of BuildingType, BuildingCost and ConstructionTime.
Grid should be empty initially.
There should be an add button which opens a modal when clicked.
In this modal, we should be able to select the BuildingType from a combobox and give inputs for BuildingCost and ConstructionTime.
After pressing "OK" button, new configuration item should be saved to database and added to grid view.

Restrictions:
  - Already added BuildingTypes should not be seen in combobox.
  - Building cost couldn't be zero or a negative number.
  - Construction time should be minimum 30 seconds and maximum 1800 seconds.

In any type of wrong input, user should be warned however you want.

CRITERIAS
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- Suitability with the scenario and requirements,
- Preferred technologies and their appropriate use
- Performance
- Code quality
- Cloud usage

SAVE & SEND!
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You are expected to share your project via BitBucket or Github. (Send us an email that contains the link to the project – **hr@panteon.games**).

- A working production build should be deployed on an accessible domain.
- If you can't understand the requirements perfectly, feel free to ask.

GOOD LUCK AND HAVE FUN!

LEGAL NOTICE
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We would like to inform you that you are entitled all legal usage rights of each product created by you and made available for trial purposes so that we may recognise your capabilities in accordance with the Law on Intellectual and Artistic Works. The work and/or code you have created will be reviewed by us exclusively to evaluate your skill sets and will not be used for any other purposes.