Greetings Guys,

Please, take my sincere apologies for such a long delay with the Task. I was on hard deadlines between two projects lately and had only the past two weekends to make something worth looking at.

I managed to implement:   
- basic game logic with Responsive-like UI  
- client and server-side validations  
- simple cookie-based authentication  
- few unit-tests.

I appreciate much the time you found to make our first interview happen and prepare this valuable assignment. It motivated me with the latest approaches in ASP .NET CORE environment.

Unfortunately, I did not have enough time to implement modern wrapper for LinqToDB namespace and sticked to Entity Framework with DAL for brevity’s sake.

At least twice I was close to integrate Code contracts approach for domain entities, but emphasized on validations instead. It could be a matter for future improvements if a degree of cross-module interaction grows.

I’m going to add more Unit test cases in a mean time. Only few implemented just to show the idea. Need more try catch also. Startup.cs (Configure Env. block) defines the approach for custom handling 40x, 50x errors -> Error to log, custom page to a customer.

Facebook authentication is still on TODO list.

End-to-End part is not familiar to me – I didn’t work with End-to-End testing scenarios yet. I’m thinking of implementing separate test project just for front-end behavior with Selenium driver. I presume there should be smth. special on approaching such tests in CI/CD pipelines due to long execution timings.

Again, thank you very much for the meaningful and laconic assignment which encouraged me to work on my code samples with real pleasure. Thank you for the past interview feedback indeed.

Kindly regards,

Alex.