Kindred iOS take-home test

Please find below our coding exercise. Organise the project as you would do in a commercial environment. We would like to understand your approach and how you'd go about organizing the code.

Prerequisite:
- A Mac computer with Xcode installed.

Exercise:
- Build a simple app that lists games images and titles, based on data from this url: https://api.unibet.com/game-library-rest-api/getGamesByMarketAndDevice.json?jurisdiction=UK&brand=unibet&deviceGroup=mobilephone&locale=en_GB&currency=GBP&categories=casino,softgames&clientId=casinoapp
- Please remember to keep it simple!
- The project should be version controlled by git, so that we can see how you worked out the problem in git history.
- Create a readMe file and explain your design considerations.
- To the readMe file, also add some thoughts about what you would design/implement if you could spend more time on the project, as you should not spend more than 2-3 hours on this assignment.

Constraints:
1. Avoid third party libraries.
2. Avoid dependency management, e.g. Cocoapods and Carthage.
3. Do not host the project on Github or any other cloud-based repository service.

When you have completed the exercise, please zip the project directory (do not strip away git setup) along with the readMe document. Send the zip-file to Kindred using only *wetransfer.com*. This lets us know that you have finished the exercise.

All the best