Hi,

Thanks for the chat with one of our employees earlier.  
Could you please, as part of eBay's interview process, complete the following coding puzzle?

|  |
| --- |
| Rock, Paper, Scissors    User Story Front  +--------------------------------------------------+  |                                                  |  |     Title: Waste an Hour Having Fun              |  |                                                  |  | As a frequent games player,                      |  | I'd like to play rock, paper, scissors           |  | so that I can spend an hour of my day having fun |  |                                                  |  | Acceptance Criteria                              |  |  - Can I play Player vs Computer?                |  |  - Can I play Computer vs Computer?              |  |  - Can I play a different game each time?        |  |                                                  |  |                                                  |  +--------------------------------------------------+    User Story Back  +--------------------------------------------------+  |                                                  |  |                                                  |  |                                                  |  | Technical Constraints                            |  |                                                  |  | - Doesn't necessarily need a flashy GUI          |  |   (can be simple)                                |  | - Use Java                                       |  | - Libs / external modules should only be used    |  |   for tests                                      |  | - Using best in industry agile engineering       |  |   practices                                      |  |                                                  |  |                                                  |  |                                                  |  +--------------------------------------------------+    Don't know the game? http://en.wikipedia.org/wiki/Rock-paper-scissors |

**Guidance**

We wouldn't ask anyone to do a coding puzzle that we haven't done ourselves, so the people looking at your code understand the problem we're asking to be solved.  As an indicator, it should take about 5 hours to complete the work, depending on how flashy your UI is.

* We’re not too bothered with the UI, it is a nice to have though.
* Do you test your code? As this is a test engineering related position, this is the area where most of our focus will be on.
* We are keen to see how much you think is enough, and how much would go into a Minimum Viable Product.  As a guide, elegant and simple wins over feature rich every time, though extra gold stars are given to people who get excited and do more because they are having fun.
* Run / build instructions are seen in a positive light, as it indicates you know how to work in that environment
* We also consider the extensibility of the code produced. Well factored code should be relatively easily extended.<http://en.wikipedia.org/wiki/Rock-paper-scissors-lizard-Spock> may be a natural extension.
* This job is primarily Java, so submissions should be in that
* Any indicator of design (DDD, or design patterns) would make us smile.

We appreciate that you might be busy with your professional commitments so our projected maximum time of the completion and submission of the task is **7 days**. Should you need additional time please contact Michael Palotas [mpalotas@ebay.com](mailto:mpalotas@ebay.com) and quote the estimated submission time. Thanks very much.

Please send the solution of the coding puzzle to [freynaud@ebay.com](mailto:freynaud@ebay.com) with [mpalotas@ebay.com](mailto:mpalotas@ebay.com) and [iaegerter@ebay.com](mailto:iaegerter@ebay.com) in CC. Thank you!

Good luck!

Michael Palotas – Head of Quality Engineering Europe