Round 1 - Software Developer – Himanshu Sahu

Round 1 - Online assessment for Software Developer role at FOG.

Please copy this document, replace your name in the doc name and title, add candidate details below, and share it with contact@futureofgaming.tech and cc: narendragavli.fog@gmail.com

Candidate -
- ➔ Name – Himanshu Sahu
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- ➔ Phone - 7067742842
- ➔ Resume link - [Resume](#)

Instructions -
- ➔ The assessment should be done solely by yourself.
- ➔ Submit the response to assessment within 3 days.

Tips to succeed -
- ➔ Pay attention to detail
- ➔ Think user first
- ➔ Be creative
- ➔ Use AI (Chat GPT, Midjourney, Claude, v0, etc…)

All the best and don't forget to have fun!
Question 1

Build the exact pattern shown on this [video file](#) using [React.js](#).

Instructions

Grid Size: Default 20 × 10.
Dynamic Grid: Support any grid size from min 5 × 5 up to N × M
(user-configurable). **Controls:**
- ● Start and Stop buttons to run/pause the pattern.
- ● Inputs to change grid size (rows & columns) at runtime.

Code Structure:
- ● Create a separate pattern.js file that encapsulates the pattern logic (pure functions or class).
- ● Keep UI state and rendering in React components; keep pattern rules in pattern.js.

Answer

1. Share the public link to your hosted webpage.
   [FirstTask](#)

2. Share the public link to your repository or code.
   [GitHubRepo](#)

3. Describe your high-level approach to solve this problem.

   I created a 2D grid in React with default size 20×10. The grid size can be changed at runtime using input fields. The pattern rules are kept in a separate pattern.js file while React handles only the UI and rendering. Start/Stop buttons control the pattern using setInterval for running and pausing updates.

Question 2 (Optional)

Create a Game Selection Page in [React.js](#) (UI/UX Task)

Requirements

- Build a Game Selection Page in a futuristic and user-friendly style.
- By default, display 4 games on the screen.
- The design should clearly indicate that more game options are available beyond the default view.
- The game selection process should be simple, intuitive, and visually engaging.

Design & Assets

- All required game [assets](#) will be provided in a ZIP file.
- You may use placeholders or AI-generated images if needed.
- Use your creative skills to enhance the design and user experience. ● The design must be responsive and work smoothly on both tablet and desktop screen sizes.

Game Options

1. Escape The Lava
   Game Type: Solo/Team
   Player Option: 1 to 6
2. Find The Color
   Game Type: Competition

Player Option: 1 to 6
3. Red Light Green Light
Game Type: Competition
Player Option: 1 to 4
4. Sharp Shooter
Game Type: Competition
Player Option: 1 to 4

Answer

1. Share the public link to your hosted webpage.

    SecondTask

2. Share the public link to your repository or code.

    GitHubRepo

3. Describe your high-level approach to solve this problem.

I created a responsive grid layout in React to display 4 game cards by default. Each card shows the game name, type, and player options along with an image. The UI design is futuristic with glowing effects, hover animations, and works smoothly on both desktop and tablet sizes.

Question 3

Have you built any game or worked on a game/gamification related project before? Tell us a little bit about what you did. Attach screenshots where required.

Answer

Your specific and concise answer here.