

#iOS-task

# Game app

## Task

Your task is to build a simple game related app following a few simple bullets:

- App should be written in swift
- App should fetch data from RAWG database

## Requirements

- Onboarding screen that lets the user select genres he is interested in
- Genre selection should be saved locally and onboarding should not appear on startup after the first selection is made
- A screen with the list of games from the selected genres only should appear
- Tapping on a single game opens a new screen with a bit more info about the game
- User should be able to change his genre selection in the settings that should, in return, refresh the screen with the list of games

## Additional resources

- RAWG API <https://rawg.io/apidocs>

## Deliverable

- Provide a link to a GitHub/Bitbucket repository with the completed assignment and a README.md file containing any special instructions or notes that you might find important.
- The README file should also contain a paragraph or two about some of the design decisions you made and your reasoning for making them.

## Bonus points

- Adaptive ui (looks ok on any screen size)
- Naming conventions
- Implement firebase via cocoapods
- Wow factor