

The Engineering Challenge - 3D Hubs

Great! You're reading this because you're getting one step closer to joining the 3D Hubs Engineering team. As mentioned we would love to check your programming skills and therefore would like to present you the following challenge:

The challenge is to build a simple 'hangman' game that works as follows:

- + Chooses a random word out of 6 words: [3dhubs, marvin, print, filament, order, layer]
- + Display the spaces for the letters of the word (eg: '_ _ _ _ _' for 'order')
- + The user can choose a letter and if that letter exists in the chosen word it should be shown on the puzzle (eg: asks for 'r' and now it shows '_ r _ _ r' for 'order')
- + The user can only ask 5 letters that don't exist in the word and then it's game over. If the user wins, congratulate the user and save their high score (you are free to define what is a "high score")

Additional requirements:

- Provide a simple API for clients to play the game
- Provide an interface for users to play the game

The assignment shouldn't take longer than 4 hours: think of it as a minimum viable product to test with users and try to focus on the overall architecture, maintainability, and extendability.

Good luck!