

Save The Princess 3.0 (Newbie)

Test by **CLICKLAB** (v2.1)

The purpose of this test is to see your skills in action. Be smart, use the best practises and don't forget to match the results needed. You should respect the **technicals requirements**, for the rest, feel free to do whatever you want. We needs a proof of concept with source files and demo.

Technical Needs:

- Swift
- *(Bonus) Web-design & Ergonomy*

Functional Results:

Part 1. Create Soldier

A soldier should be identifiable by his **name**, his **color** (formatted "XXXXXX" where X is RGB color in hex), his **gender** (male, female, other) and his **age**.

As a visitor of the app, i should be able **to show all the soldier** on the main page.

As a visitor of the app, i should be able **to create a soldier** using an action on the main page.

As a visitor of the app, i should be able **to see the soldier informations**.

As a visitor of the app, i should **not have to recreate the soldier if i reload the page or quit it**.

Part 2. Castle Door

Castle Door as 100 points of durability. Each soldier count as (age * 1) point of durability.

As a visitor of the app, i should be able **to attack to door**.

As an attack, i should be able **to send the soldier** to destroy the door:

- one solder count as (Age * 1) points of damage to the door.
- randomly kill soldiers based on min: 1, max: remaining point of door.
- if the door reach durability < 0, it's broken.

Part 3. Princess Love

Give us some fun! Do something cool or whatever you like.