(Use Unity2018.4)
  1. **Editor Tools**

Imagine that you need to create a tool that will help to automatically configure prefabs in the project. The tool has to consume provided file with a predefined format and apply the configuration to GameObjects. To accomplish this task you will have to:

- Create prefabs in the Project.
- Create the tool in an Editor Window that should support:
  - Search for all Prefabs that have text Component attached(In Project and in a given directory).
  - Ability to apply the configuration from the file to selected prefabs.
  - Handle misconfiguration of the GameObject.
  - Ability to apply or revert changes.
- In EditorTools/ directory you will find a *data.json* file.

  2. **Gameplay task**

While working on the game you were asked to create daily bonus minigame, that will request data from a server and after successful response should present it to the user.

In Gameplay/ directory you will find art assets, a reference mockup and Server.dll. The Wheel should spin and update Player's balance. Player's balance should be logged in Console. Keep in mind that this feature will be a part of the big game, that should run on iPad 2.

  3. **Design and Architecture task**

Design and architect a simple Minesweeper game using MVP.

  4. **Feedback questions**

- Was the test interesting?
- What was the most challenging part of the test?
- What would you like to change in the test?
- Did you have enough time to accomplish the test?