

Hereby, a question and task you need to accomplished for this interview test.

The test would be conducted in 2 hours. Upload to the provided git hub, make sure every necessary step is completed, and good luck.

1. Make a game based on the Plague Inc. Plague inc is the game where you as a person controlling the movement, infectivity, severity, and lethality of a plague.

There are 2 game mode in Plague inc, standard mode, where you will controlling the spread of the plague. And Cure mode, where you counter act the spread and cure the plague.

- A. Make the game with 5 country only. Albania, Indonesia, Malaysia, Egypt, and Greenland.
 - a. Every country object should have : Number of Infected People, Healthy People, Death People. Rate of infectivity, rate of death.
 - b. Rate of Infectivity can be increased or decreased based on : Plague mode mechanic and Cure mode mechanic
 - c. Rate of death caused by lethality of the virus, can be reduced by Cure and Plague mode mechanic
- B. Use Factory design pattern when creating the country. And to broadcast the current country's stats use observer method where global tracker and every countries subscribed to.
- C. Since it is just a console, use hard code to describe proximity of given country to another. When transferring to UI based game use polygon detection to give proximity variable where it would be neccessary in implementing the infectivity rate