This test task checks knowledge level of mobile applications client side developer.

Goals:
1) Implement complete feature set
2) Code quality(simple, clear, scalable, reliable, readable code), OOP level
3) Finish on time

Description:

Create simple "Circles" game using OpenGL. Player pops circles falling from the top of the screen. Pop is a click on a circle. Next it disappears.

Circles fall with constant speed. It depends on size(smaller circle falls faster). Player gets points for popping(smaller circle gives more points). Speed and size are generated on circle creation. Size is random on some interval. Speed and points are based on the size.

The screen has a black background, there is a points counter in the left bottom corner. Circles start fall after the application starts(game start/end GUI is not required). They should be generated randomly along the top screen border. There should be no circle clipping with the screen. When circles reach bottom screen border they give no points and disappear. Also they should have different colors.

Game is infinite. Developer can chose generation speed, falling speeds, sizes and colors as he wishes.

Result:

Code sources with project files or build system configured properly. Code should compile. It should be C++.

Extra:
1) Cross-platform application is a plus
2) Application stored on some git service is a plus
3) Comments in code are required