Lights out – documentation

# General workflow

1. Solution consists on two projects :

- **LightsOutApp –** contains the whole logic, main view and constants

- **LightsOutApp.Tests –** contains unit tests for **LightsOutApp**.

2. The game logic is included in **GameProcess** class. It can be used on each view by calling **InitGameBoard** method within the initialization process.

3. **TestUtils** class in **LightsOutApp.Tests** project is designed to prepare data for unit tests.

# Game rules

1. At the beginning the board of lights (5 x 5) is created. Lights are randomly set to be on/off.

2. If player clicks one of the buttons, it changes its color (*black->yellow*, *yellow->black*) as well as it’s neighbors.

3. If player turns off all the lights (sets their color to black), he wins.

4. New game button refreshes the light board and sets buttons randomly to be on/off.