**Gaming Engineer – WPF - exercise for 2nd interview**

This is the exercise I’d like to be completed and demonstrated:

Present a WPF presentation application that talks to something else; either another application (via TCP/IP or ideally an API endpoint) or some sort of microcontroller.

The presentation application will display some sort of animation to report some sort of state, perhaps one of:

* Ball located on Tee
* Ball in Hole
* SuperTube activated
* Hazard activated

Ideally points could be added and lost according to some rules that the candidate can create.

The “control” application will simply send messages to the presentation application so that presentation application can report on the state of play.