

GSN Technical Test Rules:

- For the questions below please use C#.
- Please use Unity. If you reference a public external library, you don't need to include that.
- Please include all code needed to run your program. This includes any package, solution, makefiles, libraries you use to answer the questions.
- Feel free to use the internet and any other references. Remember the work must be your own. It should not be minified or obfuscated.
- Please also include a compiled exe or html files. Submitted code
- Take as much time as you need to complete this test. Ideally this should take no more than one or two evenings. Just remember, we cannot continue with the interview process until we have received and reviewed this test.
- When you are finished, please package your files up and send them to us.

The Challenge:

- Write a program that will play a modified version of Gomoku.

Rules of the game:

- The board is a 15x15 grid of squares.
- Player pieces are either an "x" or an "o".
- Players take turns placing their pieces on the board.
- Pieces can be placed in any open square.
- Pieces cannot be moved.
- Only one piece is allowed per square.
- A player wins when there are 5 (or more) of their pieces in a row horizontally, vertically or diagonally. If the grid is completely filled, and a winner is not declared, then the game is a draw.
- X always goes first.

Your Goal:

- Create a single player version of the game against an AI player. Any solution is sufficient as long as you have a way for the player to make a move against the AI and view the state of the board (either console/text based or graphical).
- The UI is not necessarily an important part of the game, but feel free to spruce it up if you like. It doesn't have to be overly complex, it just needs to be fun.
- The only requirement for the AI is that it plays a decent game against the player (not just random moves).

Good luck and have fun!

Don't hesitate to contact us if you have any questions.

GSN Skill Team