Car Finder Solution

The solution is structured into 4 projects.

1. CarFinder.Logic

This project contains the main logic to run/process the game.

It consists of:

* 5 CarFinder implementations which are loaded on runtime
* CustomEventArgs used to report game progress and state
* Game implementation
* Interfaces
* Helper Class
* Car Implementation
* CarFinderResults to store the score of the game

1. CarFinder.UI

This project contains the UI implementation of the game. Model-View-Presenter is used to structure UI code. This has enabled to create UI unit tests.

It consists of:

* GameView
* GamePresenter

1. CarFinder.Console

This project contains the batch/console implementation of the game. GameRunner is implemented to support game run for console app.

1. CarFinder.Tests

This project contains unit tests for following:

* GamePresenter
* GameView
* HelperClass
* Car (validation etc.)

Future Enhancements

1. Use dependency injection framework like Unity
2. Use Mocking framework like MOQ and Specflow to support BDD
3. Improve unit tests code coverage, solution in its current state can have a number of additional unit tests, not all modules have unit tests.