Purpose

The goal is to provide a relevant, fun and inspirational foundation for a technical

conversation in an upcoming interview. The submission itself together with the interview

will provide the reviewer with an understanding of the applicants coding style and skills.

At least the features specified in this document shall be error free when used correctly,

how everything else is handled is subject to creativity and ambition.

We will evaluate your code, your game and your delivery.

Game Concept

● The game consists of a 8x8 grid with different colored objects

● The objects can swap place as long as they are positioned next to each other and on the

same row or column (up, down, left, right)

● If a switch result in three or more object of the same color in a row or column, these

objects are removed from the game

● If a switch does not result in a match, the objects are automatically switched back

● When objects are removed from the game, the game board collapses so that object

positioned above the removed ones falls down to take their place and new objects falls

in from the top to fill the board.

Facts & Features

● 1 minute long

● 5 colours

● User can drag or click objects to swap them (both dragging and clicking should work)

● Use a game like Midas Miner for reference:

http://www.royalgames.com/games/puzzle-°©games/miner-°©speed/

Tools & Frameworks

● You should develop the game in C++.

● If you’re using Visual Studio (2012 and later versions), you can use the predefined

project in this archive to help you creating the game. It provides a simple game engine

with a small interface to display images and text on screen.

● If you’re using a Mac or if you want to create the project from scratch you can and

should use libSDL2 and its official extensions to create your game.

The library itself is found at http://www.libsdl.org/.

● Using STL is ok no need to re-°©invent the wheel.

● If you believe that you can create a better game with an engine you wrote yourself – you

are free to do so. Note! It’s not ok to claim that you’ve developed Cocos2DX or

Unity3D :)

● Please remember that we want to be able to test your game without having to install a

bunch of obscure libraries...