

# Toca Boca work test - GamePlay

Time: ~8 hrs

## Create an app version of the Tower of Hanoi in Unity3D

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[http://en.wikipedia.org/wiki/Tower\\_of\\_Hanoi](http://en.wikipedia.org/wiki/Tower_of_Hanoi)

### Interaction

The user should be able to move the rings between the towers with touch interaction, or alternatively with the mouse.

There's no need to implement any winning condition, but do create a rule that prevents the user from putting a larger ring on a smaller one should be implemented.

### Graphics

Graphics assets can be found in the PSD file sent with this document. You may manipulate and export the graphics any way you like. We will not assess your work or, the app, based on any graphical merit, the graphics should however be functional (Do feel free to impress us! :)

### Code

Focus on the readability and clarity of the code. Comment where you feel it is needed.

Comment on any conventional design patterns used and of course, on all code you haven't written yourself.

### Crash Reports

As with any product we build, we want to ensure it runs smoothly for all of our customers. To do so, we ask that you implement crash reporting through <https://fabric.io/> and show us that crash reporting is working as intended.

### Delivery

We want the work test delivered as a Unity project which we can open and run on our own computers along with an Android binary.

Do send us a short report on your thoughts and decisions throughout the process.

## Good Luck!