Good Morning Team

I am very much impressed by the friendly and motivating approach taken to give an exercise.

After a first look at the ‘Checkers” app and imagining multiple combinations of moves involved, I wanted to decline doing it. But it was your encouragement with kind words that made me try it. Thanks a lot for that approach and never experienced it before.:)

As per the instructions given, I could not complete the task within 2 hours and hence committed to doing the first Checkers exercise only.

Tool used : KATALON STUDIO v9.0

Checkers application joys and challenges:

**Joys:**

* The application instructions were easy to follow and play.
* It was fun playing as I could win easily and the design appeared to be automation friendly initially.
* Application was very responsive, stable and available all the time.
* Because of some glitches and limitations in the application I was able to easily automate.

**Shortcomings - Potential to improve**

* Application was not following rules - Most of the time it was not forcing the user to jump.
* Limited number of moves programmed and at times the bot did not have much interest in winnings.
* At times when a piece transforms to a king’s role they were disappearing( at least for player)
* Moves are predictable and follow the very same openings.
* No intelligence is built in and struck with repeated moves even when other possibilities are available.

**Challenges :**

* Had more challenges from handling issues on the tool side due to dynamic changes in element attributes and identifying current states .
* – Like the first click will activate the orange peace for a move and change color( image changing)
* – At times unless proper delay (wait) is added the tool is acting quickly before the color changes. ( Holds good for blue pieces too as sample client logic is used)
* – Though I have not implemented, the real challenge is identifying the opponent's current position, move and roles(king), rules and making moves.
* – Failed to upload the project from the Katalon tool to Git, So, pushing artifacts manually to Git.

Thank you again for the fun and opportunity !