

# iOS Puzzle Game



In order to get an impression of how you develop we prepared a small test for you which consists of writing a small game based on an image. As far as frameworks are concerned we want you to create an application as small as possible, which means you should only use frameworks if they are really needed and that are small in size.

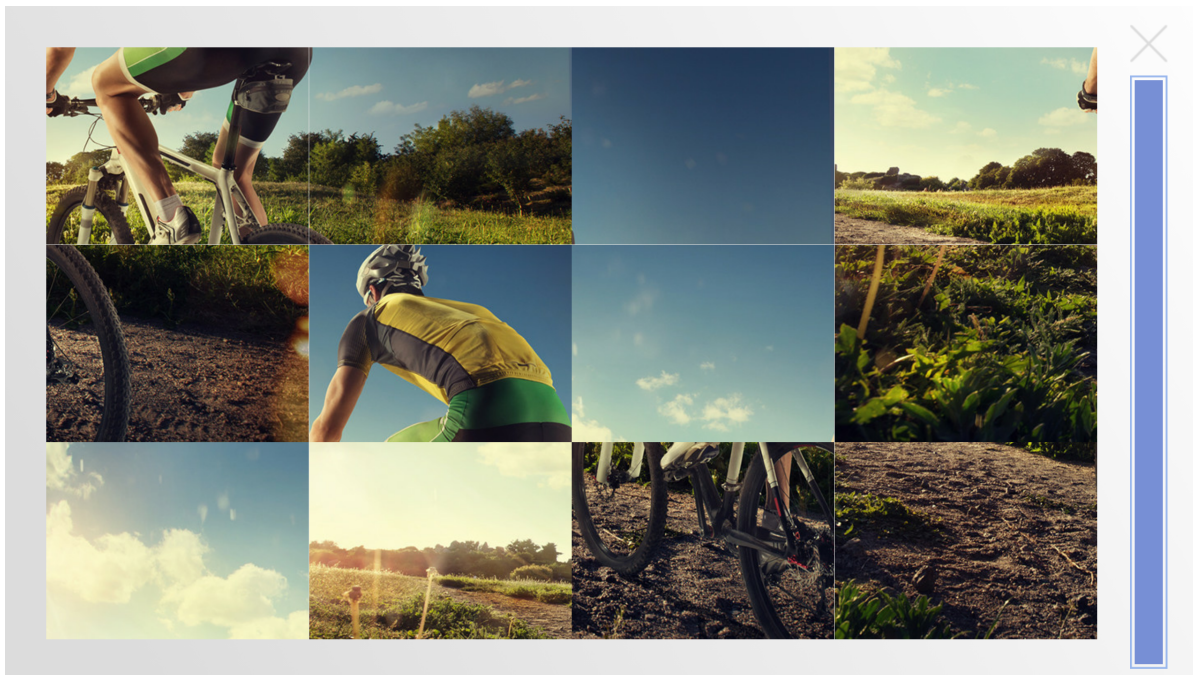
## The Puzzle Game:

There is a video attached to this E-Mail that displays how the final result should look like (don't worry about the Controller image in the video, that's just the tool i used to record the video 😊). In detail the game looks like this:

The game you have to implement is based on an image of 1280x720px which your app has to download from this url <https://s3-eu-west-1.amazonaws.com/wagawin-ad-platform/media/testmode/banner-landscape.jpg> once it starts.

Now the image has to be displayed to the user for 3000ms while a text is counting down from 3-2-1.

After this, your app has to programmatically split the image into 12 parts by cutting it into 3 rows and 4 columns. Those 12 parts will then be displayed in a randomly shuffled order. The user now has to rearrange the parts, by dragging and dropping one piece onto another until all parts are in the correct position or the timer has run out. The timer should start after an initial delay of 2000ms and should run for 21000ms. The timer updates a visual timebar on the right side of the screen. The initial setup should look quite similar to this:



Attached to this E-Mail you will find the images for the background image of the counter. The counter itself has the color: #778FD5 (RGB).

The background of the app is a gradient with the following properties;

- angle = 45°
- startColor = #DCDCDC (RGB)
- centerColor = #DCDCDC (RGB)
- centerX = 9% of the background width
- centerY = 9% of the background height
- endColor = #FDFDFD

- type = linear

The game should run on all mobile Apple devices (iPhones and iPads).

The code of your app has to be uploaded to GitHub. Then you send an E-Mail to [development@wagawin.com](mailto:development@wagawin.com) containing the link to your GitHub repository, a short summary how the development went (How did it go? Did you have any problems? What was the hardest part? etc.) and the amount of time it took you to create the app.

Have a lot of fun 😊