



# SDC-SI Mobile App Development Task – Game App

As part of our selection process, we've designed a practical development challenge to assess your **UI skills**, **API integration ability**, **problem-solving approach**, and **code structure discipline**.

You can use any framework like Flutter, Android, SwiftUI or Flask.

**Note:** Please submit whatever progress you have made — even if the app is not fully complete. We will evaluate your work based on what you have implemented.

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## The Challenge – Game App (Any Game of Your Choice)

- Build a **small playable game** such as:
  - Tic-Tac-Toe
  - **Memory Matching Game**
  - **Sliding Puzzle**
  - **Snake / Brick Breaker / Simple Platformer**
- **Creativity & gameplay** will be major factors in evaluation.
- Ensure smooth, bug-free gameplay with a clear start and end condition (win/lose/draw).
- Provide **basic UI elements** like start screen, game screen, and results/score screen.

## Evaluation Points

- **Code quality.**
- **Gameplay logic** – correctness, smoothness, and edge case handling.
- **UI/UX design** – clarity and accessibility.
- **Creativity & extra features** – unique gameplay mechanics or enhancements.
- Any extra efforts made to enhance the project will be appreciated and considered for bonus points.

⚡ **Note:** First complete all the **basic playable game functionalities** — these are the **bare minimum needed to qualify**. Once the basics are done, you can work on **optional features and creative gameplay elements** to **increase your chances of selection**.



## Submission Format

Please provide:

- Public GitHub repo.
- APK link after uploading it on google drive.
- *(Optional)* Short screen recording walkthrough of the game.
- README in your GitHub repo summarizing all features, gameplay rules, and practices used.