Interested in mobile development?

Mirego helps its clients innovate and reinvent themselves through mobility. We are a team of 70 passionate people who work together every day to create exciting new products that improve people's lives. And *for the second time at the CS Games*, the Mirego team invites you to a challenge solely devoted to mobile application development!

In **3 hours**, you will be able to show your skills and abilities in this constantly growing field. To provide you with the best development environment, we suggest that you use **your own computer**, with the tools you prefer, and the system of your choice *(Windows, Mac or Linux)*.

You will have the choice to develop for either **iOS** or **Android**. We will provide similar base projects for both platforms, so you won't be disadvantaged by choosing one or the other. However, *you must feel comfortable with the platform you choose*, and your computer must be configured to allow its development.

You will find the requirements for each platform on the second page of this document. Please ensure you follow these steps **before the beginning of our challenge**, because the time allotted won't be enough to configure your environment, learn the platform SDK *and* develop a solution to our problem. We wish you the best preparation for this event, which is already happening very soon.

We can't wait to see you there!

The Mirego Team

CS GAMES 17
MOBILE COMPETITION

iOS

- Latest version of Xcode (8.2.1)
- Recent version of the iOS SDK (10.0 or later)
- A functional toolset, on which you can run a project in the *iOS Simulator*

You can download our sample project (**https://github.com/mirego/csgames-sample-ios**) and follow the instructions to run it on any simulated device. If the application successfully starts, your system should be ready for the challenge.

Make sure you are familiar with the iOS SDK, and that words such as `Swift`, `UIKit`, `View Controller` and `Cocoapods` don't sound too strange to you. The more you know about the platform, the more you'll be able to build in the limited amount of time.

Android

- Latest version of Android Studio (2.3)
- Recent version of the Android SDK (API 23 or later)
- A functional toolset, on which you can run a project in an *Android Virtual Device*

You can download our sample project (**https://github.com/mirego/csgames-sample-android**) and follow the instructions to run it on any virtual device. If the application successfully starts, your system should be ready for the challenge.

Make sure you are familiar with the Android SDK, and that words such as `Java`, `Package`, `Activity` and `Gradle` don't sound too strange to you. The more you know about the platform, the more you'll be able to build in the limited amount of time.