GAMELOBB SDN BHD

PROGRAMMER TEST

Problem to solve

Open project with **Unity 2018.4.12f1**
Set game scene aspect ratio **1080x1920**
Import and use anything necessary to **BEST** accomplish the given tasks.

This game is a simple animal clicker game. The player gains points on success click on animal. If animal reached the top of the screen the player loses.

- Create a config file to set **GameSettings.** The game initial state will change based on these settings.
    - Example **GameSettings** are **animal spawn interval** and **background sprites.**
    - **You are expected to use the assets given in the folder**. There are a few sample background images and animal sprites for you to use in the settings. (You may resize these images however you want)

- There is already an AnimalClass, implement **3 new animal classes** that are **ChickenClass, PlatypusClass,** and **KoalaClass.**
    - These different classes will give the player a **different score** when clicked. Eg,
      ChickenClass - 2 Points
      Platypus Class - 3 Points
      Koala Class - 4 Points

- There is already an AnimalAIClass, implement **3 new** classes that are **ChickenAIClass, PlatypusAIClass,** and **KoalaAIClass.**
    - They will all have a **different move speed** to traverse the game scene. Eg,
      ChickenAIClass - 4 move speed
      PlatypusAIClass - 2 move speed
      KoalaAIClass - 1 move speed

- Change the **Animal Generator** to have all **3 different types of animals randomly spawned.**

- Keep track of all animals **scored** by the player and display it when the player **is clicking and holding on the "Score" text**.
    - Display the information in a separated pop up UI panel.

- Implement a **Player Data** data structure used for saving high scores.
    - Player data should consist of Name, Score and Date of playing.

- Implement a **leaderboard** in the **Game Over Panel Display**.
    - Only show the top 5 scores of **ALL TIME.**

Scoring

Points will be given based on these criteria**.**

- Able to achieve end result.
- The methodology used to achieve end result.
- Error-logical handling and catching.

Submission

- Compress the whole project as **RAR** or **Zip** format then upload to google drive.
- Send the **download link** generated by google drive.