

Unity Exercise (Video Sharing App)

Introduction:

Welcome to MAU Games. We are all about fun and games and we hope you are too.

Assignment: Design a Scrollable View for a Video Sharing App

As a Unity developer, your task is to design a scrollable view for a video sharing app similar to TikTok. Each view should display a single video, along with the number of likes and comments it has received. The likes, comments, and share icons must be functional, allowing users to like, comment on, and share videos. The videos should be auto-played as the user scrolls through the view.

To complete this assignment, you should use Unity's UI system to create a scrollable view that displays a series of video tiles, similar to TikTok's home screen. Each video tile should display a thumbnail image of the video, along with the number of likes and comments it has received. The likes and share icons should be interactive buttons that allow users to like or share a video.

You should also include an input field for users to enter comments on a video, and a comments section that displays all the comments for a video. When a user submits a comment, it should be saved to a database and displayed in the user interface.

You should also include the ability for users to scroll through the list of videos using swipe gestures or by dragging the view up or down. The videos should be auto-played as the user scrolls through the view.

To test your implementation, you should create a sample data set of at least 10 videos and display them in the scrollable view. You should also include the ability for users to tap on a video tile to view the full video and its details.

Your solution should be well-documented and include any necessary instructions for running and testing your implementation.

Please submit your solution as a Unity project, along with a brief report outlining your approach and any challenges you faced while completing the assignment.

Submission Requirements:

1. A **short video (max 2 mins)** uploaded on youtube demonstrating your app - Voiceover is optional to help us understand your app better
2. Create a **google drive link** and upload all of the code scripts used in your project along with the required documents.
3. The **link to your published app** on [Unity Play](#) (Optional)

Deadline:

3 Days