Unity Tools Assignment

This assignment aims to access the skills as an Tools Developer and understand how you will write code that will work efficiently and easily integrable by other programmers. You will find more details about do's and don'ts and things to remember while doing the assignment.

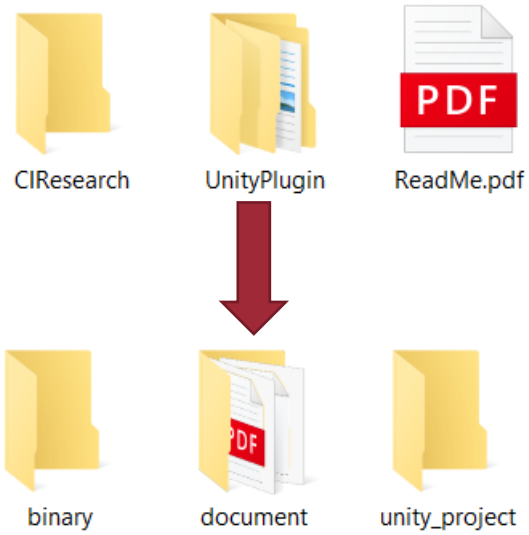
Do's

1. The quality of the code to be production-ready.
2. You don't have to comment on every piece of code, but the code should be readable with the current use of function, classes, and variable names.
3. You can write comments in the place where you found multiple ways to implement the same logic, and you chose a specific way.
4. You should write a complete installation guide to avoid any confusion. This should include and version number of unity with the packages you are using, and you can also have package.json as a part of your code
5. Make basic testing and mention what is not working and what is working in the document.
6. You can use any IDE of your choice.
7. You are free to make any assumptions or ask questions if something is not clear.

Don'ts

1. Try to avoid any hacks or workaround.
2. Try to avoid overcomplicated solutions.
3. Try to avoid bad coding practices like mega functions and classes.

Folder Structure of the Assignment



When you receive the assignment, it should look like the above picture

1. **CIResearch** : You should put all the Research you did for the CI implementation.
2. **Binary Folder**: You should commit an android .apk in the folder.
3. **Documentation**: You should commit the Installation guide—technical Documentation in this folder.
4. **UnityProject**: This should only contain the Assets, packages, ProjectSettings folder, and any other necessary folder required to run the project.

Documentations

1. Installation Guide: A guide to explain detailed installation instructions.
2. Technical Documentation: this should include explanations of the technical decision you chose while working on the project and why you made them. This should also have any performance optimization technique you used and what you optimized.