

# Technical Assignment

Unity Developer

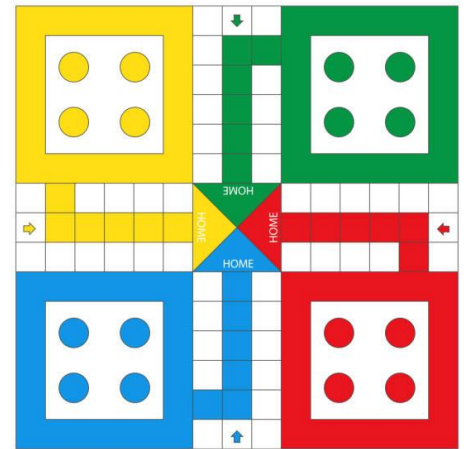
## Statement

Your task is to create a Unity scene that encompasses several key aspects of Unity development. You will be responsible for building a game scene with a user interface, simple animations, interactions, and integrating Unity's Addressables system.

## Expected Output

Design a single Unity scene that combines the following features:

- A simple UI with a Roll button to roll a virtual die and a Reset button to return the chip to its initial position.
- A Ludo board game layout with a single game piece (chip) on one of the starting positions.
- When the Roll button is clicked, display a simple animation of the die rolling, fetch a random number from an online service and show the final number obtained from the die roll.
- When the chip is tapped, move the chip to the appropriate position based on the last die roll.
- Integrate Unity's Addressables system into the scene. You can load the images of the die and chip.



## Notes:

- Feel free to use any image assets you want from the internet.
- You can use <https://www.random.org/clients/http/api/> for random number generation, or any other service from the internet.
- Take into consideration code efficiency, readability, and maintainability.
- Split the API services from the scene's logic.
- Entry readme files and inline comments are required.
- Having your program compatible with Android or iOS is highly preferred.

## How to deliver?

Upload your code to a new GitHub repository and send back its link, please make sure that repository is public so we can review your code, you can remove it later.

**Good Luck!**