

Unity Developer Test Assignment

Objective:

Evaluate your ability to implement a basic mobile gameplay loop using Unity. This includes coding core mechanics, integrating UI, and showing generalist Unity dev skills in a small, well-structured prototype.

Assignment Brief:

Prototype a 1-minute “Battle Loop” based on one of the following themes:

- **Gummy Bear Gladiators**
 - **Sky Pirates**
 - **Water Gun Arena**
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Requirements:

1. Playable Loop:

- One clear game objective (e.g., score points, defeat AI, survive time).
- One player-controlled character.
- At least one form of interaction (shoot, dash, collect, etc.).
- Basic UI: score or timer, start/retry button.

2. Clean Code & Project Structure:

- Use prefabs, components, and separate scripts for logic/UI.
- Comments and modular design are expected.

3. Mobile Consideration:

- Must be playable with on-screen touch controls (no keyboard/mouse).
- Performance must be smooth on Android (target 30–60 FPS).

4. **Bonus (not required):**

- Simple particle effects or sound feedback.
- Remote config using Unity Remote Config or a placeholder system (if experienced).

Submission

- Zip Unity project folder (or send via GitHub with clear instructions).
- Provide a short README or Loom video (2–3 mins) explaining features and how you approached the prototype.