

General information

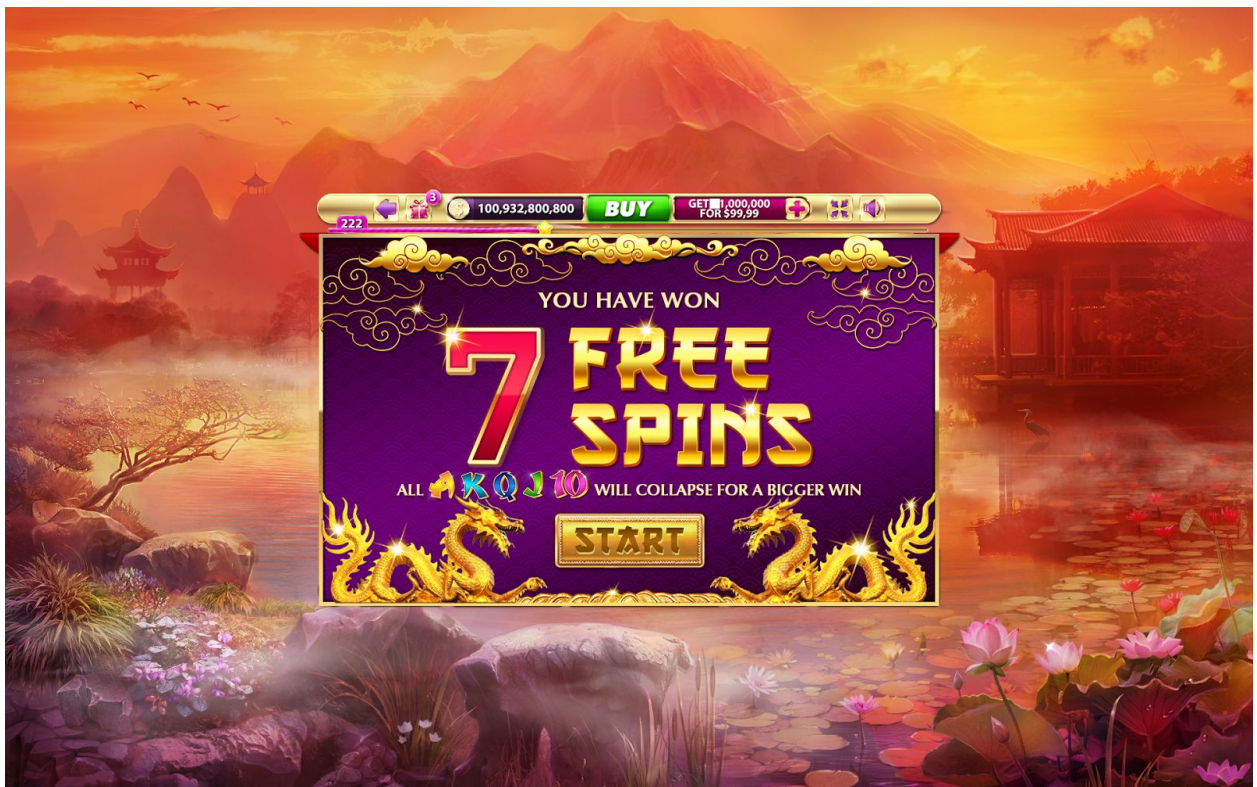
Please, find UnityTest.zip project in the attachments. Extract the project to desired destination folder.

Please, note the directory structure of the project. Follow it while doing the tasks, described further.

Test will consist of two parts:

1. Testing your skills as a technical artist.
2. Testing your skills as a Unity integrator.
3. Testing your skills as a Unity animator.

Do your best in every section. Good luck!



Section 1

Please, find Fs_start.psd file under /Assets/Graphics/Textures/Source/FreeSpins/.

Open it in Photoshop.

Note: top UI can be exported as a single .png. You don't need to implement it.

Export all files, needed to build a FreeSpin(FS) dialog in Unity as .png's.

Tip: if you find any places, where you can nine-slice the image, please do it.

Note the names of the files.

Section 2. Let's say, we will develop the FS dialog for iOS devices(iPhone 5,6; iPad mini, Air).

Please, import all .png's from Section 1 into the /Assets/Graphics/Textures/Source/FreeSpins/ folder. After you are done with the export from Photoshop the .psd file can be removed.

Use the appropriate compression and texture import settings of the .png's.

Open "Main" scene. It will be your working scene.

Please do the setting up of the Canvas and Camera to match desired layout settings(for iOS device).

Using Unity UI, build the FS dialog from the .psd.

Note: top UI can be imported as a single image.

Sources for the fonts can be found in /Assets/Graphics/Fonts/Source/ directory.

(Add Button Components where needed, but you don't need to implement the handling logic).

Note: Pay an attention to different screen resolutions. Reuse all you can reuse.

Section 3

Create animation of dialog opening. (Please, refer to /Assets/StreamingAssets/FS_start.mp4 video).

Try to create the animation as similar to one in the video as you can.