# Logo Description automatically generated

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## Position

As a Unity Developer at Tamasenco, you will be working in a dynamic and dedicated game team, where your talent, expertise, and flair for what makes a great game, will be put to good use.   
  
In close collaboration with other programmers, you will be responsible for game development ranging from programming in-game mechanics, UI and backend integration as well as handling platform-specific challenges.  
  
Furthermore, you will take part in scoping features and designing code architectures together with the team.

## Assignment

For this assignment, you are required to create a mobile card deck builder. The expected result should be fully runnable on Android and Windows.

### Requirements

The card builder is based on the popular Pokemon franchise and data should be retrieved from the publicly available API <https://pokemontcg.io/>.

The game should have the following screens:

* Loading: Use for any initialisation you might need (e.g. pre-cache some card info)
* Home: Should have at least two choices, Deck builder and About that lead to the respective screens
* Deck builder: The actual deck building will happen here
* About: Yeap, here is where you put your name

Additional requirements for decks are:

* The player should be able top build at least 3 decks
* There should be at least 50 card to select from
* The player should be able to order by at least type, HP and rarity

**Non-functional requirements**

* Use the latest Unity.
* Player wait time should be less than 1sec on player action

**Wishlist/Extra points**

* Animation (preferably DOTween)
* Deck persistence: The decks should be saved and retrieved from local storage

## Deliverables

1. GIT (Github/Bitbucket) repository with source code
2. Deployable Android APK
3. Windows build