

Unity Developer (TT)

Create a Drift Game with 3rd person camera view.

Important: Controller

- Custom car controller with wheel colliders (no RCC, no UVC)
- Drift physics (car need to go side ways) Auto steering while drifting
- Counting points while drifting
- Level timer (2 minutes) when over - give cash for drift points, and a button to double reward it (IronSource Reward Ad with callback)

Important: Garage

- Some tuning on car (Paint + change/add some parts)
- Main menu (IAP shop, car shop, customization menu, settings menu, select level menu, currency ex: "cash/gold")

Important: Online

- Photon (Online mode, at least 2 players)
- Online sync between players (position, customization)

Important: General

- Save System
- SDKs: IronSource
- Game optimizations (Texture compression, Occlusion Culling, lights optimizations - bake, "void Update() / void FixedUpdate()" optimizations)

Optional:

- SDKs: Facebook SDK, FirebaseSDK, IAP SDK, GameAnalytics SDK
- Engine sound system, tyres sound system
- Online sync between players (rotation wheels, steering, engine sound)
- Leaderboard in room (All players drift points)

- ♦ Web request (ex: get image from url and place on car body, or ex: stream radio music into the game)

**Attach the finished test task as a full project, but without errors, to Google Drive or GitHub and send me a link with access to it.*

**Write at the end how many hours it took you to complete the task.*

Good luck!
