Unity Developer Test Task.

- Create a basic 3D idle tycoon game (any genre: ex. Mall, car shop, trains business, supermarket etc) Use any free game assets
- Basic set of systems: game core, building/creation system, AI system, inventory system, player resources/balance system, save system, ui, progression/level system

  - Create basic UI/UX system (main menu, settings, load game, gameplay ui, etc)
  - Create basic building/creation system with expansion possibility (ex: new buildings, new car parkings, new bussines spots)
  - Create basic inventory and crafting system (ex: car shop- inventory of some parts or resources - creation some items from resources player have)
  - Create basic progression system (ex. more business spots or level - more profit and more automation etc)
  - Create custom json based save system (auto save) (not using player prefs, not using any assets)

- Show your capabilities in visual part of the project, choose one style (realistic, cartoon, toon, sci-fi, etc) and make the visual part of the whole project in that style
- Do not use any third-party libraries like: Zenject, Dotween, etc! Use Native libraries only

- *(Optional) Create custom systems that make the gameplay deeper (examples: currencies exchange/trade, negotiation system, AI bots dialog system, and more custom systems)

Examples of games

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