RGG Programming Assessment

Setup

- Install an up-to-date version of unity. Any unity version above Unity 2020.3.25f should do.
- Any code editor of your choice (EG Visual Studio, Visual Studio Code, Rider etc)
- Sprites Included in Zip

Overview

The goal of this assessment is to create a 'Bejeweled' Game using Unity UI (Canvas Based 2D). You can view this game and many more in its style on YouTube or download a free app on a mobile device to experience the game yourself.

Goals:

1. Main Menu
2. Bejeweled 2D Gameplay
   a. 8x8 Grid
   b. 4 Different Types of 'Gems'
   c. Matches should be made with at least 3 gems:
      i. Horizontally
      ii. Vertically
   d. Gems can be moved only one position away, only horizontally and vertically
   e. Gems removed from the board give a score:
      i. 3 matched = 100
      ii. 4 matched = 150
      iii. 5 matched = 225
      iv. Any more should be 300
   f. Drag based input (Mouse focused, click, and hold a gem to move it)
3. Persistent High score
4. Ability to restart the game

Extra:

If you have time, feel free to add your own touch to the game. This could be anything, some suggestions but not limited to.

- Animations (Code based)
- SFX (Music, Action Sounds)

What to focus on:

Treat this project as a production code base, We are interested to see your version of clean and neat code. Well structured, performant and maintainable.

Please feel free to add extra comments than normal to explain thoughts as you explore the project.