**BRIDGE LEARNING TECH**

Practical Task – Unity / C# Developer

Unity version: 2020.3.25f1

* Please create 3D Test Project and implement the game.
* The main player is Cylinder, which collects other models in the play zone.
* The Cube can move by A, W, S, and D keys.
* Your play zone is a square surface.
* The game starts with a 0 score. When Cylinder pushes other game objects - the score increases, depending on the game object and level, and the object disappears from the game.
* The new game objects appear randomly in the play zone after Cylinder pushed another game object.
* From time to time in the game appear Cube which Cylinder can't move them, the player should bypass it.
* If player pushes the same type of game object one by one the score decreases on double value.
* The player moves to the next level when you achieve 100 points.
* The player finishes the game in two cases: winner - achieves 400 points, loser - you are blocked by Cubes and can't move to any other square.
* Please scale the Cylinder and appearance depending on the game Level. Results of the game (Time of attempt, Score, amount of pushed objects) save as a JSON file to the file system.
* Score:  
              Level 1     Level 2     Level 3  
  Sphere      1           10          20  
  Capsule     2           12          22
* To review the game, please upload your solution to Github and send the link.