



## **Zadatak za programere:**

1. Napraviti meni koji će imati dva gumba, jedan će startati igru i promijeniti scenu, a drugi će otvarati prozor koji će imati tablicu koja može imati od 0 - n zapisa. Svaki zapis će imati samo vrijeme u sekundama.(u daljnjem tekstu će biti objašnjeno kako će se puniti tablica) \*.
2. Unutar igre je potrebno dodati playera (bilo kakav objekt) i dodati mu mogućnost kretanja u svim smjerovima (nije potrebna implementacija skakanja). U sceni osim playera mora biti objekt koji će na sebi imati shader koji radi distorzije, tj. potrebno je napraviti forcefield (objekt mora imati shader sa efektom koji podsjeća na forcefield).
3. Player treba na sebi također imati shader koji kada dođe u doticaju sa prvim mijenja boju u neku drugu (pr. Iz crvene u zelenu) postepeno, tj. oni dijelovi koji su unutar shader-a mijenjaju boju.
4. Kada player uđe u potpunosti unutar forcefielda počinjemo pratiti vrijeme playera unutar forcefield objekta u sekundama (ne mora nigdje biti ispisano u igri). Kada player u potpunosti izađe iz forcefielda taj podatak se šalje u bazu i zabilježava vrijeme koje je bio unutar forcefielda u sekundama.
5. \*Svako vrijeme playera unutar forcefield objekta se također treba zabilježiti u tablici sa menija te ga spremati u lokalni cache tako da se prilikom paljenje igre ili tablice, ta tablica napuni sa trenutačnim podacima, te svaki novi podatak koji se zabilježi unutar igre nakon što player izađe iz forcefield objekta treba biti zapisan u tablicu. (podatke ne povlačiti iz baze nego iz lokalnog cache-a)
6. Scena igre treba imati gumb sa kojim se može vratit na scenu sa menijem.

## **Programming assignment:**

1. Create a menu with two buttons. One button is used to start the game and change to a new scene with the play area. The other button should open a new window that will have a table with 0 - n records. Every record should have only info about time in seconds (more detail about it will be given later in text on how to fill out the table) \*.
2. The game scene should consist of a player (any kind of object). The player should be capable of movement in all directions (implementing jumping is not necessary). In the same scene there should also be an object with a shader that has the effect of "distortions", in short, a forcefield should be implemented (the object has to have a shader that resembles a forcefield).



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3. Player object should also have a shader that has an interaction with the forcefield shader in a way that upon contact, the player changes color (example. from red to green) gradually. This means that only parts of the player that are inside the shader should have the other color.
4. When the player object enters the forcefield object completely a timer should start counting the time that the player is inside of the forcefield object in seconds (doesn't have to be shown in the game scene). When a player object exists the forcefield completely that data should be sent to a database saving the time the player was inside the forcefield object in seconds.
5. \*Each time a time record is being created it should also be added to the table from the menu scene and also be saved in a local cache, memory, players prefs etc. so it can be fetched during opening of the game or opening the table window from scene menu. Also, every time the time record is being created during the game, it should also be visible in the table window, after the game.
6. The game should have a button where you can return to the main scene screen.