

Starloop unity coding test

Premise:

- We just want to see how your architecture looks, how you communicate the results, and more than anything how you structure code and unity assets.
- You have complete freedom in your approach. There is no right/wrong answer.
- Feel free to use any framework, package, Asset store asset, Map type, whatever.

Description:

Build a small board game style game:

- Turn-based
- One player and one AI unit competes against each other
- Winning condition: Reach a certain tile
- The player and AI need to have access to two different ways of defining how many tiles they will walk. One of them should be finite and rechargeable every X turns.

Have some form of visual Map:

- Anything you want: grid-based, coordinates, navmesh, etc
- 2D, 3D, or surprise us

References:

- Main reference would be the board in Mario Party

Example game:

- Grid based game (like mario party) with 2 different dice. One that goes 1-6 and you can use how many times you want, one that goes 5-10 and can only be used once every 3 turns.

Deliverables:

- Deliver the code either in github (user: mfstarloop) or a link to google drive.
- Deliver a windows build in a google drive link
- Document the README.ME with how to play the game