Cats and Dogs

Objective

The purpose of this assignment is to evaluate your Unity skills and understanding of game mechanics. You are tasked with creating a simple strategy game. The game should be developed using Unity and C#. The more features you work on, the better your chances of getting selected!

Game Overview

Cats and Dogs is a simple game of strategy and luck. You place 3 characters on your half of the board and Player 2 does the same on theirs. However, your characters are not visible to the other player and theirs are not visible to you. The first one to hit all 3 opponent characters wins!

Mandatory Features

1. Basic Game Mechanics:
    - Implement a 5x10 grid for the game board.
    - Allow two players (Cats and Dogs) to take turns placing their pieces on the board.
    - In each turn, the players can specify the squares they want to hit. The number of squares you can hit in a turn depends on your remaining characters.
    - You can also move all your characters per turn by one square (cardinally only).
    - The other player is a bot.
    - Display a message when a player wins, and allow the option to restart the game.
2. User Interface:
    - Create a simple and intuitive user interface for the game, including the main menu, in-game HUD, and any necessary sub-menus.
    - Ensure the interface is responsive and scales well on different screen resolutions.

Bonus Feature 1

Not everyone is a cat person (although they should be!) On the Main Menu, add an option to choose your side: cats or dogs.

Bonus Feature 2:

Won't it be awesome to know where your enemy is before you hit them? Indeed, but life's not that easy. As a developer, you still can be a demi-God. Create a powerup that lets you see the previous location of your opponent characters before you hit them. This powerup has a certain number of uses though, so make sure you let the player set that in the Settings.

Bonus Feature 3:

Sometimes, designers run out of ideas. Sometimes, developers have to pick up the slack. That's exactly what you'll be doing today! We want to add a fun power up to our game, but we don't want it completely disrupting the balance. Time to get creative.

Submission Guidelines:

Please submit a link to your Github repo, along with a playable apk. Include a README file on Github, with instructions on how to play the game, as well as any additional information you'd like us to know about your submission.

Deadline:

One week from the time this email is sent.

Evaluation Criteria:

Your submission will be evaluated based on the following:

- Fulfillment of the requirements mentioned above
- Code quality and organization
- Game performance and optimization
- Fun and responsive gameplay

Good luck, and we look forward to reviewing your submission!