Instructions

Given the included robot model and animations, please create a game. The gameplay should be 2D side-scrolling perspective (but does not need to scroll necessarily). The code should be in either Github or Bitbucket. Please make commits as you would in a real project.

Requirements
- Use all 4 animations included.
- Use one shader written by you, which is basically a diffuse shader, but with an outline, and can take a color tint that can be set by the code. Please implement a custom shader inspector, so that you can see the various components separately.
- Please include a full loop, starting with a title screen, the game, the end, and ability to restart the game.

Duration

5 Days, or 120 hours.

Unity

Please use Unity 5.4 or later. No coding plugins, but you are free to use whatever art assets you would like to include as long as they are not copyrighted.

Controls

Please make the game playable with a mouse+keyboard, or with an xbox 360 controller attached to the computer.

Delivery

Simply make the repository public and send us a link.