

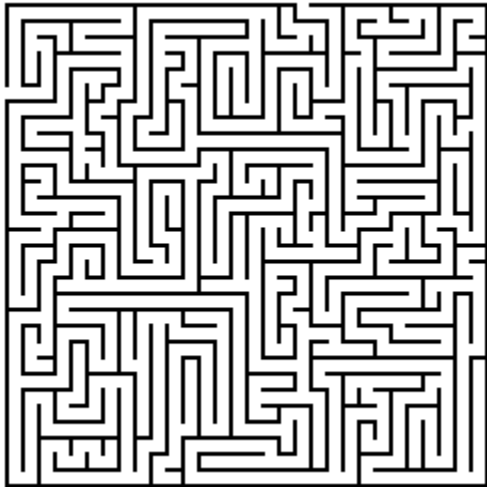
Programming Test

The programming test will be a recorded coding session, up to 4 hours, where you work with Unity in C# to build a specific small game application, (recording it in OBS or Bandicam or whatever app you like), and then sending me the video files and finished project.

Make sure to update Unity to the latest public release and work in that.

Before the test, get your environment setup with a blank project in Unity ready to be used. Let me know when you'd like to take the test and the best email to reach you, and I'll set it to auto email to you.

When it's test time, send them this:



Maze Puzzle

Part 1: Generate a 2d random maze in an X by X grid and render it in Unity, with entrance at 0,0 and exit at X,X. Some tips:

- Don't worry about rendering performance or optimization. You can just render the walls as a bunch of planes.
- There should only be one entrance and one exit.
- The maze should look 'mazelike', so it's not just a big open space, but has winding passages, ways and twists and turns.

Part 2: Create an object that will pathfind to any clicked grid position in the maze.

Notes:

During the test you can use any libraries you want, you can search online and use any resources you like.

Good luck!