Project Title: Friend System

Description:

This project will require you to design and implement a friend system for a Unity game. The system should be user-friendly, allowing easy management of friends. Users should be able to create a list of friends, chat with them privately, send and receive friend requests, and accept or decline requests. The system should also store data securely on a Firebase database. Users should be able to search for friends by name or nickname, and the online status and last active time of users should be visible. The system should be compatible with both WebGL and Windows platforms.

Requirements:

- The friend system should be user-friendly and easy to use.
- Users should be able to create a list of friends and chat with them privately.
- Friend requests should be able to be sent and received, accepted and declined, and notifications should be sent for new messages.
- The system should store data securely on a Firebase database.
- Users should be able to search for friends by name or nickname.
- The online status and last active time of users should be visible.
- The system should be compatible with both WebGL and Windows platforms.

Deliverables:

- A working prototype of the friend system.
- A technical design document that describes the architecture and implementation of the system.
- A unit testing suite that tests the functionality of the system.
- A user manual that describes how to use the system.

Evaluation Criteria:

The project will be evaluated on the following criteria:
- Functionality: The system must meet all of the requirements listed above.
- Usability: The system must be easy to use and navigate.
- Security: The system must store data securely.
- Performance: The system must be performant and responsive.
- Documentation: The technical design document and user manual must be clear and concise.
- Testing: The unit testing suite must be comprehensive and thorough.