

Company XYZ (Not the real name)

Text translated with ChatGPT-4 ([original in this link](#))

Thank you very much in advance for your time and dedication to the Unity 3D position to join our team.

As part of the process, here we share with you the statement of the Unity test. The idea is not to take more than 2-3 days from you. Ideally, you could deliver it within approximately the next 7 days.

The test consists of the development of a small interactive VR environment. If you do not have equipment or do not have much experience programming in VR, it is also OK to simulate it using the camera as if it were a FPS, that is, in first person.

Good luck and go for it!

General requirements

- Deliver both executable and source code.
- The project will be developed using Unity (version 2019.4.17f1)
- Do not use External Plugins (Except XR from Unity or similar if you are going to do it in VR).
- Use sounds.

Test description:

The project has two clearly differentiated parts:

- A main menu
- An interactive or mini game part

In general and as much as possible, use Tron or BeatSaber type aesthetics. Try to use Unlit or similar shaders without global lighting so they are not costly in performance.

A couple of references:



1. About the main menu

- It has the following options:
 - Play
 - Exit game
- The user can select the option by firing a shot.
- The overall look of the menu is free, that is: the menu environment, the menu, a gun or whatever - is free.
- Within the menu (right, left or wherever you want) a HI SCORES table will appear (simple list of top 10 scores)

2. About the interactive or mini game part

- The user appears inside a large semi-transparent cube, in the center, on the floor of it.
- The environment surrounding the large cube and which is visible (because the cube is semi-transparent) will be of a space type - planets and stars...
- Prior to the start of the game, small cubes of different sizes and colors (from 20 to 40 elements) will be dynamically generated and distributed randomly within the large cube. It is important that each time the user starts a game, the cubes appear distributed in a different way. This is:
 - Position
 - Y rotation
 - Size
 - Color
 - Number of cubes.
- The cubes will appear randomly / progressively with an effect (from small to large for example). All should have appeared in 6 seconds.
- The user can shoot at the cubes with their weapon. When they hit a cube, it disappears.
- The goal is to make all cubes disappear.
- If a shot hits the wall of the large cube, it bounces (at least a couple of times)
- When all cubes disappear, return to the main menu.
- Extra VFX effect will be valued.
- Incorporate a score (score) and the time the user has been playing (time).
- Incorporate a pause option that stops the time counter and the shots that are in the air.

We look forward to your commitment to the delivery date.

If you have any questions, do not hesitate to write to us.