

DGN. Unity3D Test

Implement Unity3D application with following features:

- Simulate client/server RESTful API
 - GET/POST Arbitrary resources (gold, wood, etc...)
 - Use PlayerPrefs to simulate database
 - Implement independent entity that will increase resources on "server side" (player prefs) - it will simulate resources accumulation over time
 - Client part should have a service that will request player resources with interval of 5 seconds
- Add HUD using UGUI, which should:
 - Display player's resources
 - Have controls for resources modifications (e.g. input field and "SET" button)
 - Have a "High Scores" button
- API should be entirely asynchronous (using Coroutines, CustomYieldInstructions, etc...)
- Implementation should be easily modified to work with real server
- Use JSON as a serialization format
- Implement "High Scores" dialog. It should accept the list of the users from the outside.
 - Define this list using ScriptableObject

Additionally:

- Implement a case where client make multiple requests and has to wait until all of them are done
- Simulate authentication:
 - Preserve multiple players data in PlayerPrefs
 - Add simple login API (e.g. using user name as a unique id)
 - Add login UI - user name field and "Login" button
 - If user does not exist - a new one should be created
- Implement/Find a plugin to work with PlayerPrefs in editor window

Upload your results to GitHub or any other public git repo.