

# Test Junior Gameplay Programmer

## Introduction

Your objective is to develop a playable prototype showing a complete game loop. Gameloft will provide the necessary game design and assets.

## Guidelines

The game must be developed:

- with Unity3D
- for iOS/Android touch devices
- with version control

The review will focus on the quality of the:

- build (framerate, stability, etc.)
- code (readability, maintainability, etc.)
- tools (gameplay and art tweaks in Unity Editor, debug in build, etc.)

## Timeline

You have two weeks to complete and send back the test.

You can spend as much time as you like on the test, as long as it is sent back before the deadline.

## Deliverables

You will send:

- a playable build for iOS or Android devices
- the complete Unity3D project