



UNITY TASK



Here are the requirements of the game:

- 2D Game
- Make a "Start Screen" as you like
- The "Start Screen" leads to the "Car Selection Screen"
- The "Car Selection Screen" shall have the option to select the cars for 3 different "race starters"
- For each "race starter" u can choose how the car should look like and of which parts it consists ("car configuration")
- The "choosable parts" should be: color, tires, vehicle body, engine
- There should be at least 4 different variations for each "choosable part" of the car
- Each "choosable part" of the car should have an effect on the racing behavior of the car. This can be acceleration, speed, breaking behavior, maximum speed, or whatever comes to your mind
- When the player has chosen the 3 different cars, a start race button leads to the "Race Screen"
- On the "Race Screen" the 3 "race starters" cars just start driving automatically depending on their "car configuration" (=combination of "choosable parts")
- The "Race Screen" can be simple: e.g. from the side view, or from the top view of a straight racing track
- The game should be over when one car reaches the goal. The game should then switch to the "Result Screen"
- On the "Result Screen" the winning car should be shown with the option to get back to the "Start Screen" or to run the race again

Additional wished requirements:

- the selection of the "race starters" and their configuration should be persistent. So in case the game is closed, next time the game is started and you come back to the "Car Selection Screen", the same "car configurations" should be pre-selected

Hints:

- the graphics can be chosen whatever you want and are not important for this task. A nice looking game makes of course more fun :)
- Whenever some requirement is not clear or leaves room for interpretation, please note that down in a README file and also note down how you decided the interpret it/solved it and why

You have 8 hours to finish the task. Upload the project to a VCS (Version Control System) and share a link to the project repository.

Good luck!

