## Software Engineer, Engine Support – Homework Assigment

Please solve the following problems by creating a Unity project demonstrating your solutions, the version of Unity is up to you, but please stick to the current LTS streams if possible. A single project with the tasks in separate scenes would be ideal, but if you have to create separate projects that is acceptable too. Aim to spend about six hours on the questions. Zip up the project and send it back to us by the deadline given to you. You can use the Unity Documentation, Scripting Reference, Stack Overflow, Google, etc.

1. Please install the package found [here](https://drive.google.com/file/d/1nJdepN5Cx_VwbuwunQzE0ViFYfGyTTZw/view?usp=sharing). Starting from the StartUp scene, you can play the Jumping Box game, however there are a number of problems in this package. Please make this project work smoothly, fixing or working around any issues you find. Record the problems you encountered.
2. Create a native plugin with a function written in a non-C# language (eg. C++/ObjectiveC/Swift/Java/Kotlin/JS). This function should then be called from Unity in a C# script and receive the following information from a non-desktop platform e.g. Phone/Web (emulation or simulation of the platform is fine):
   1. The current Time and Date information from the device
   2. The current locale information of the device

Then have that information presented on screen to the user in the form of two formatted strings.

1. Using [Unity’s C# Job System](https://docs.unity3d.com/Manual/JobSystem.html), calculate the sum of the R channel, for each texture element of a texture. To do this, split the texture into four regions of equal size, the operation should be processed by jobs **running in parallel**.