

HOMAGAMES

Unity3D Game Developer - Case Study *Time frame : 1 week*

#1 : Select one of these two games.
(Please explain your choice in a couple of sentences).



[Split Balls 3D](#)



[Tower Color](#)

#1 *I chose Split Balls 3D because I like to dynamically move the balls in the stage trying to beat the level. Between the two, it was the one that attracted me most.*

#3 Improve the game with an extra gameplay feature or game content of your choice.

(Please also explain your choice and goal).

Explain which parts of the code could be implemented as independent modules to allow faster development of similar games in the future, giving a brief explanation of your choices and how they would work.

#3 *I chose to improve the game with a timer feature addition. The goal of this feature, is to beat the level before time runs out. It is not balanced in the build.*

I generally write my code in a modular way, to allow reuse in similar projects. Controllers like that for the camera or the balls or for example managers like the sound manager can be easily reused in similar projects. In general, all parts of the code that are not too much specific can be reused, if written with reuse in mind.