PROTOTYPING GAMEPLAY TEST
for Unity Developer at 4Experience

Dear Contestant,

Just before we start we would like to thank you for your interest in our company and the recruitment process. We are very excited about having the opportunity to test your skills and the potential to work with you in the future!

This document is going to brief you on our working environment as well as on what needs to be done for the test. During the assessment of your knowledge, we will not only evaluate the final result, the way you work with GIT, the comments you provide but also the quality and efficiency of your code.

The task you see on the next pages is specified in a way that should let you use your own imagination and creativity. You should not feel constrained, we'd love to see your own vision of this. If you have any questions at some stage, do not hesitate to contact us – we will be happy to help you.

Now, **let's start the challenge!**

Infinite One-button Rotational Shooting Game in Cardboard

Goal

We would like you to create a simple shooting game where the character can only rotate using the cardboard SDK. The aim of your game is to survive as long as possible.

Features:

- Focus on creating custom and smooth UI,
- Character will be rotating using cardboard SDK
- Tapping the screen makes the character shoot.
- Enemies are positioned around the player

References:

Requirements

Do's:

- Use UI to show score/health. Please spend some time to make it looking stunning!
- Develop using C# language
- Use the Cardboard SDK located Here
- Heavy use of object-oriented principles in code
- Infinite game

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Nice to have:
- Try to make it fun!
- Your own custom particles
- Custom shader (or shaders if you feel brave enough!)
- Custom kill (blood splash) effect shader

Dont's:
- Please do not use any external libraries / add-ons
- You don't have to develop a full game.
- Don't worry about visual design. It's all just about the core mechanics, not the visual effects.

Deliverables

We want you to deliver a playable Unity prototype of the game in whatever playable state it is in, after a maximum of 48 hours - an Android APK and all source files.

How to deliver your game?

Please set up a private repository on Github, and push your solution there. Make sure the codebase is accessible only to yourself and your points of contact. Tag the final solution as:

```
final_version-1.0.
```

Make sure you write a quick description (README.md) on how to run your prototype locally. Remember, you have only 48 hours!

Best of luck on your project!
4Experience Team