

MADBOX TEST

My approach to this test has been to use ScriptableObjects as Models and controllers (Luis mentioned they like to work like this so I gave it a go) and monobehaviours as views plus the use of simple scripts.

I removed the UI scene since it's directly linked to the combat scene and there's no reason to have them in separate scenes.

- Time spent:
I spent around 7 hours on Monday and around 5 hours on Thursday doing the test.
- Difficult parts:
Canceling the attack was a bit tricky because there were several corner cases and I couldn't think of all of them when writing the code.
- Possible improvements:
 - Some tweaks on speeds and timings would make the game feel much better.
 - I wanted to add a bounce on the bees when they hit the player so they get out of colliding range and can start attacking again.
 - The movement of enemies and players is done by modifying the transform, using forces on the rigidbodies would probably achieve a better effect.
 - Finding a way to make animations last the time we want instead of modifying the Animator.Speed value would give us much more control. (Right now I use the duration of the attack animation as the unit of time for attacking).
 - Right now the health bars of enemies have their own canvas each, finding a way to group them in one canvas would be optimal.
- Next steps:
 - Many different enemies.
 - Character jump
 - Interactable elements in the level
 - Character level up system
 - Add some swarm behaviours to enemies (Make them move coordinated)