

SONGS of CONQUEST

Programming Work Test

For this work test, we have prepared a very simple scene in Unity (2019.2) with a single scene and two scripts. When you start the scene, the camera will follow the character and you can move with A,D, & SPACE on your keyboard.

We want you to expand this into a very simple game with a specific feature set explained on the next page.

We expect to have your response in one week.

Goals

- Add the ability to pick up the coins and show it in the UI
- When the character falls in the water, it should die and everything should reload
- When the character has reached the treasure chest, you should win the game.
- We want you to add a quick save / quick load functionality that can be used at any time.
 - *The save should be stored in JSON*
 - *You should be able to load a game between plays (i.e. if you turn off the game and start it again - it should work)*
- Bonus goal: Write one or more unit tests for select parts of your code.
- Bonus goal: Use a dependency injection library (e.g. Zenject/Extenject) for select parts of your code

What we want to see

- We want to see if your code is sustainable, clean and can be built upon. Imagine that this is the first feature of many more that should be added.
- The “game” is not that important. We want it to work as intended, but the code itself is what we will look at. i.e. you don't have to spend time on particles, sound, and getting the character to move normally.
- Think about what code style & naming convention you are using. You are free to use whichever you want, but we'd like you to explain a few words why your style is good.
- Along with your code, write a summary containing:
 - *What went good & if there's any part you are particularly proud of.*
 - *What didn't go so well.*
 - *How your code could be expanded with more features.*

