

## Unlisted Games Content Designer Test

### Overview:

The purpose of this task is to test your ability to design and implement game content into Unity3D. First understand the systems available to you by looking at the example project and reading this doc in full. You are then asked to design and integrate a puzzle level of your own into a scene using Unity3D. You will have some mock objects, some provided simple building tools, and Playmaker visual scripting. Feel free to reach out to us back on email if you have any questions or issues.

### Design Criteria:

- The level should utilize at least:
  - A Camera element event trigger (explained later in this doc)
  - An Interact element event trigger (explained later in this doc)
  - Have an end state which enables a "GameWin" UI. (explained later in this doc)
- For your puzzle **you should take this in a unique direction and avoid using similar puzzle elements and prefabs of the example**. Avoid a final key door, and the mechanic of taking a picture of a creature which pops out a key, etc. Please invent your own mechanics.
- We want to have a challenge that creates some objective for the player to get to the end state.
- **Art assets are not important for this test**, imagine this as a mock implementation from a visuals side, but the gameplay and logic should be playable and complete to ensure your vision is clear.
- No external guides should be necessary to complete your level and all information required to beat it should exist within the level. **The player's knowledge expectations at this point would be they know how to move, how to use the camera tool, and the interact key.**
- We want you to stay in 3D and use space, but other than that, we want you to not reuse the elements that exist in the example scene, and to explore your own creative ideas.
- Bug Free

### Rating Criteria:

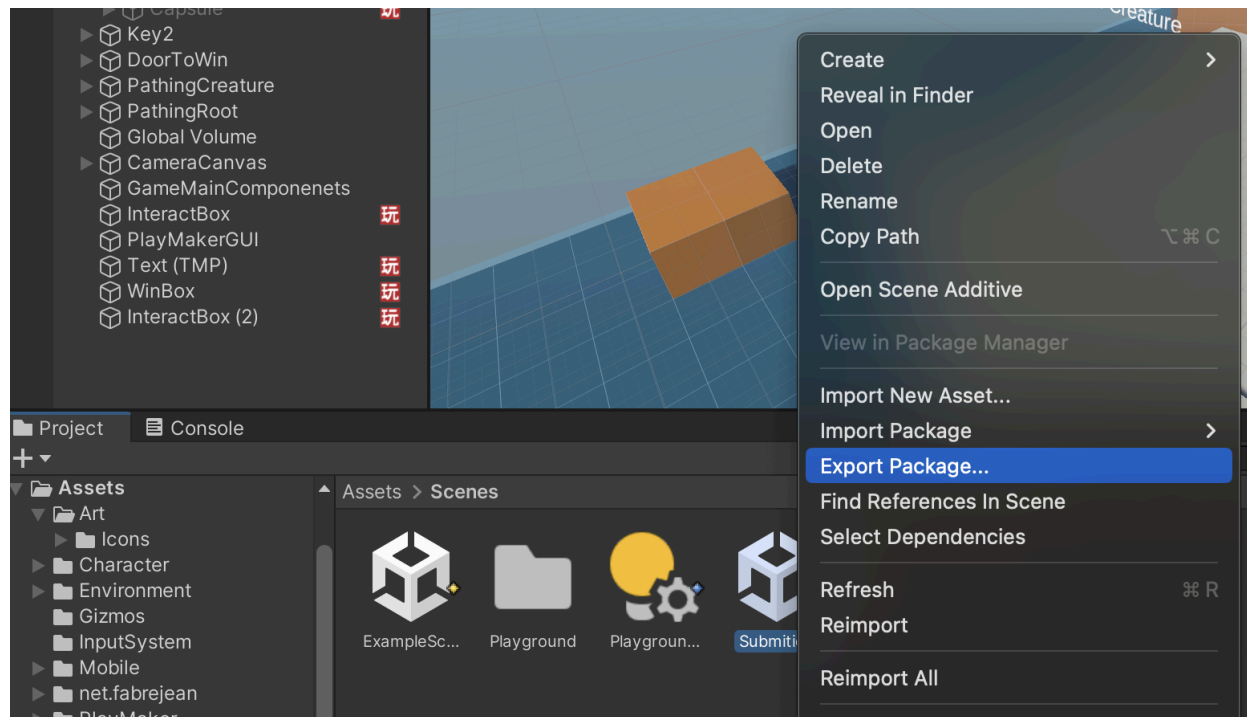
We will be judging submissions based on the following criteria:

- The complexity and depth of the puzzle mechanic increased over the course of the level.
- Environment layout and design that tells a story
- Bug free
- Understandability of puzzles
- Fun & Delight

### Submission Instructions:

1) Upload your submission scene using a unity package and provide a link to download it in the email. To make a package of your scene, right click and select Export Package. **Make sure to**

**Include Dependencies** and the size will likely be 70-80 MB so too big to include as an email attachment.



- 2) Provide a brief explanation of what you would want to do if given more time, and had access to additional engineering & art resources.
- 3) **Include a video recording** of you playing through your level from start to end.

### Download The Project:

Using Github, clone this project to your computer or [download the Zip package](https://github.com/rgeorgeoff/DesignTest) and open it up:  
<https://github.com/rgeorgeoff/DesignTest>

You will also need Unity version: 2021.3.21f1 which can be found in unity hub or via Unity's website.

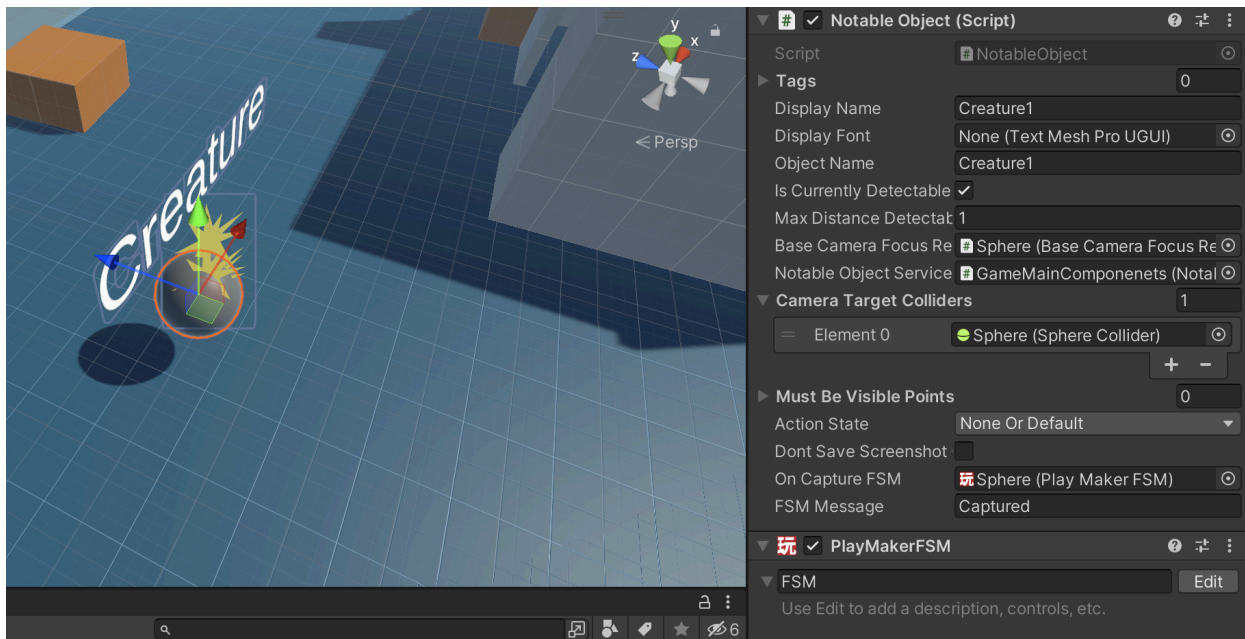
Make a new scene in the scene folder called "[YourName]\_Submission" and that is the scene where you will make your level.

### Overview of The Project:

The project you downloaded is based off of a 3d sample project from unity. We have added Playmaker ([wiki](#)), A\* pathfinding ([wiki](#)), and a limited subset of scripts from our game that allow for rudimentary Camera picture taking, and simple touch interactions.

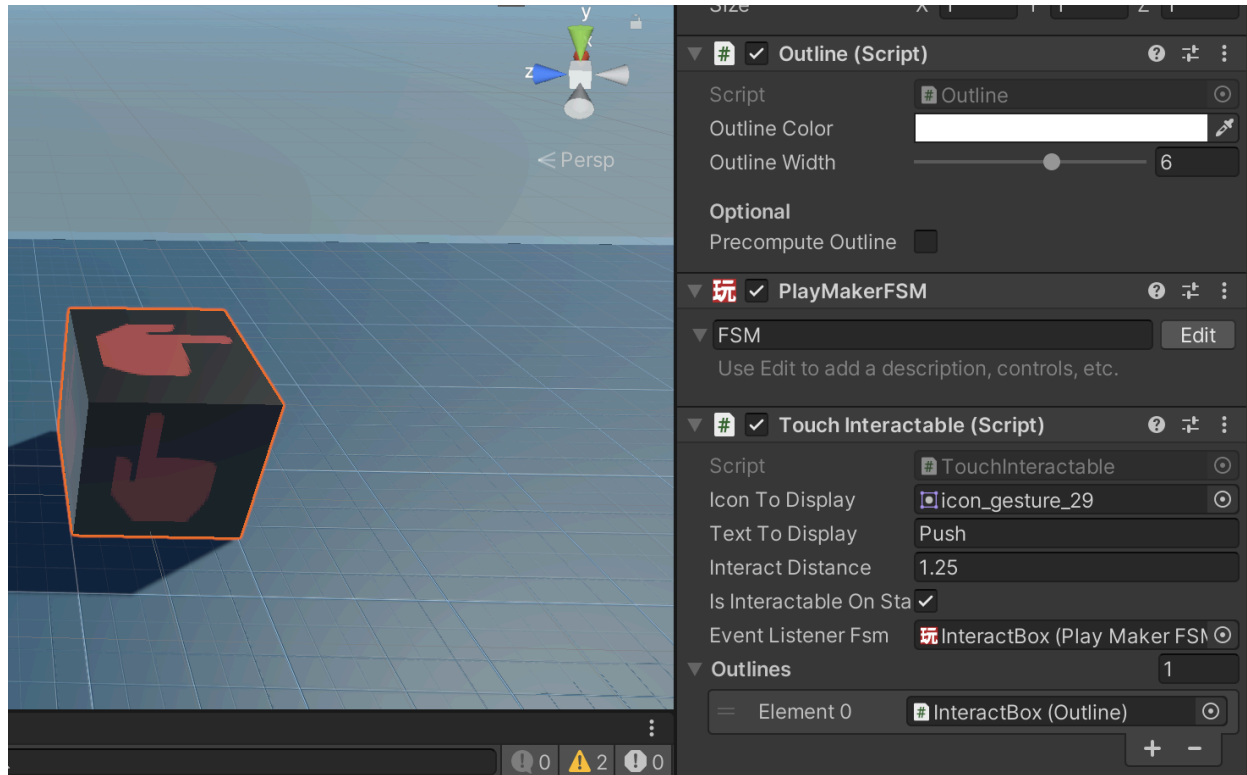
Going to the scene "ExampleScene" in the scenes folder is where you will see an example scene we set up for you.





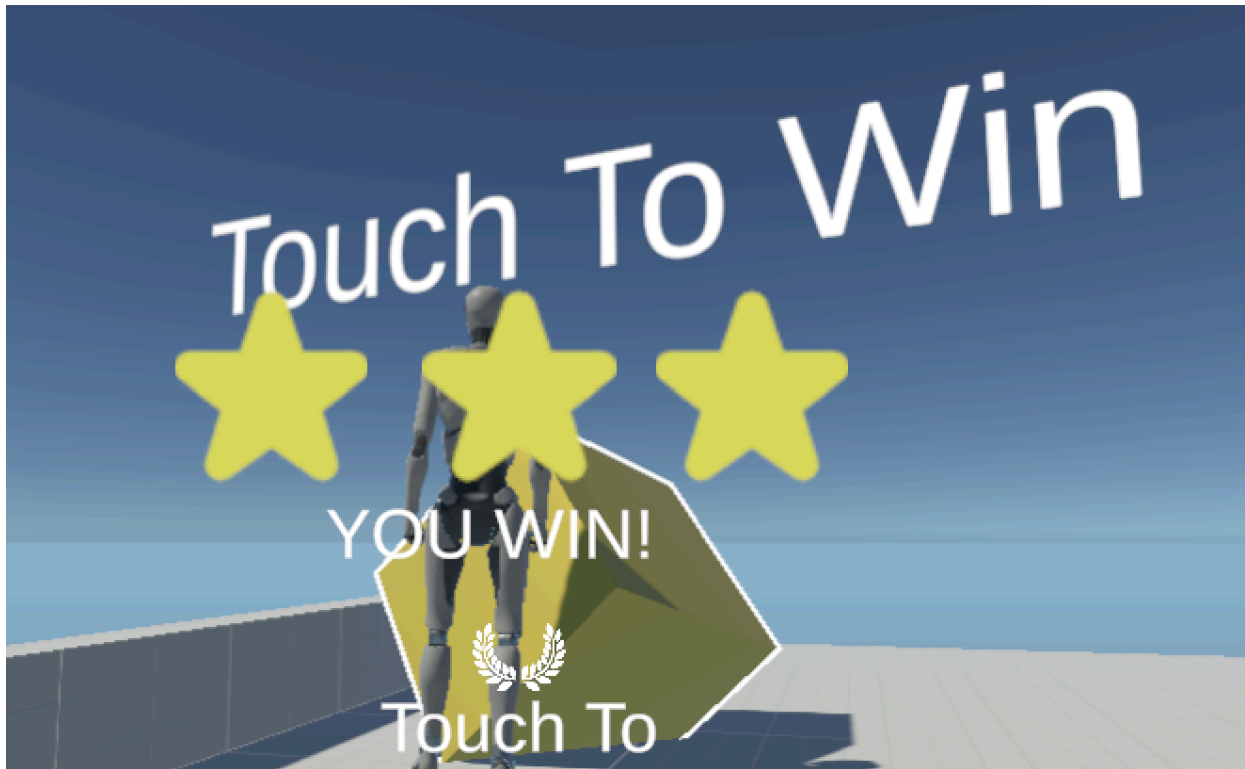
### Interactables:

Pressing F near interactable objects will call the "StartInteract" event for the attached PlaymakerFSM. Adding the TouchInteractable.cs component, you can set the icon and text to display when the player is close, modify interact distance, and change if its interactable on start. Ensure to add a PlaymakerFSM and an Outline.cs component add assign that to the Interactable as well. After an interaction happens, Playmaker takes over. You can see another examples of Interactions in the example scene on the Key objects, the Purple Door, and the Win Diamond.



### End State:

Just to make a clear end condition we added a simple You Win! UI for the end of the level. Please enable it to indicate to the player the level is complete!

**Extra Tips:**

Feel free to change mouse sensitivity on the player armature object in the ThirdPersonController.cs script and the camera sensitivity on the CameraToolService (located on GameMainComponents) since different systems have very different sensitivities.

It would be good to look at the Playmaker editor for any of the gameobjects with the Playmaker Icon but in particular a good example is located on the DoorToWin->Sphere. This is where most of the puzzle logic sits including the state of keys collected.



If you feel lost, play through the Example scene and look through the components on the objects within that scene. And again as a last resort feel free to reach out to us with any questions, we look forward to seeing your creativity!