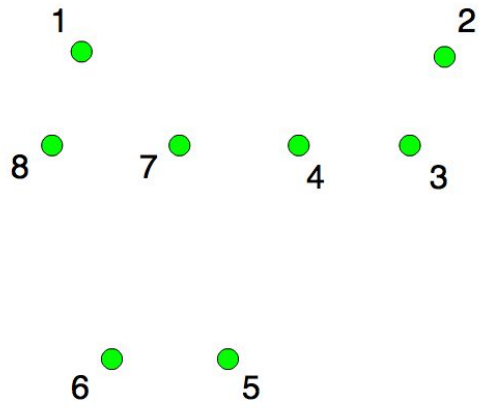
Task Description

Gameplay Description



Game screen has points, each point has assigned number. Player has to click points from first to last in correct sequence. When clicking on correct points, line between them is drawn.

Full Ruleset

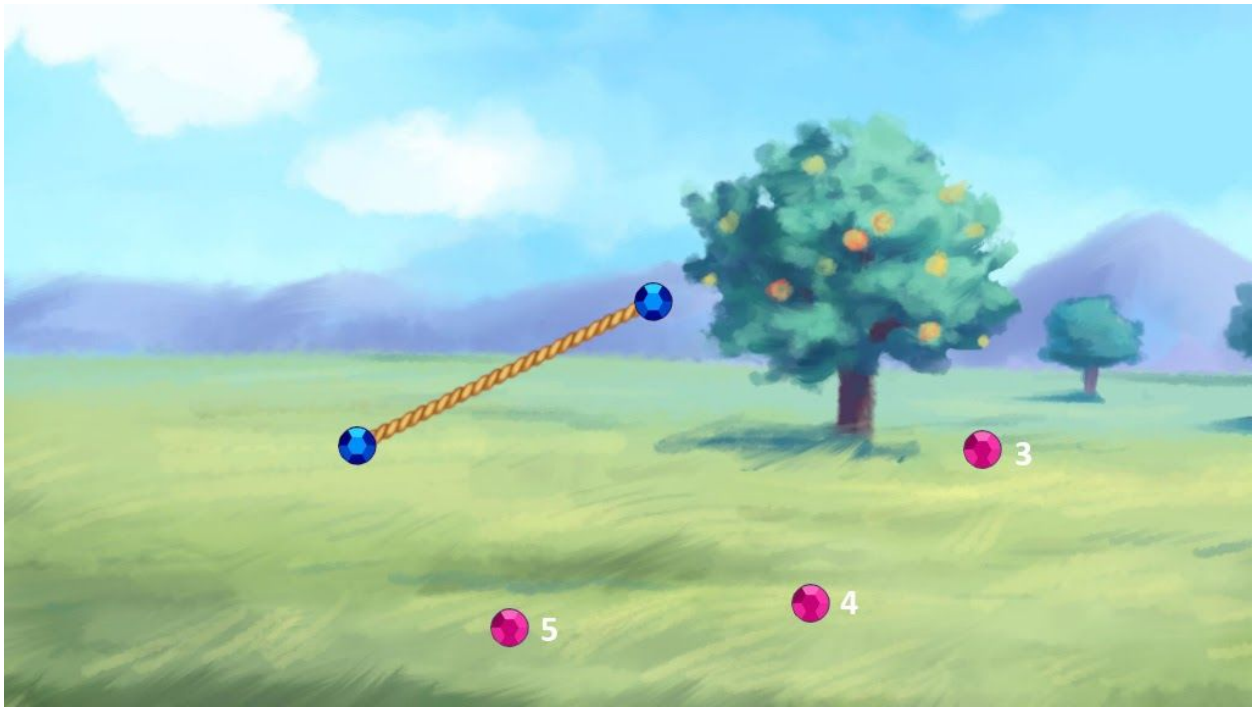
1. If correct point is clicked, its texture changes to blue and number text disappears with fade-out animation.
2. If clicked point is correct and is not 1st, line between previous point and clicked point is drawn. Line goes from previous point to clicked point with animation. If clicked point is the last one, another line to 1st point is created.
3. If player clicks on points faster than the line appear animation can go, next line is animated only when previous one is finished.
4. If clicking points in wrong sequence, nothing happens. E. g. last clicked point is 3 and player clicks point 5.

Example Of Player Actions And Outcomes

1. Player clicks point 1. Point 1 changes state to clicked.
2. Player clicks point 2. Point 2 changes state to clicked. Line between points 1 and 2 is drawn.
3. Player clicks point 4. Nothing happens.
4. Player clicks point 3. Point 3 changes state to clicked. Line between points 2 and 3 is drawn.
5. Player clicks point 4 while line drawing is not finished. Point 4 changes state to clicked. Line between points 3 and 4 is drawn only when previous line between points 2 and 3 is finished.
6. …

7. Player clicks point 8. Point 8 changes state to clicked. Line between points 7 and 8 is drawn. Once line drawing is completed, another line between points 8 and 1 is drawn.

Visuals



1. Add background.
2. Points are displayed in pink. Once they are clicked in correct sequence they become blue and the number text disappears with fade-out animation.
3. Line is displayed with rope texture. Texture must be displayed using tiling, not stretching. Line appears with animation - goes from start point to end point. If another correct point is clicked while animation is in progress, new line starts animating only when the previous one is finished.
4. Make game work in landscape mode with all aspect ratios.

Game Data

Read level data from file at game start (see `level_data.json`). Level data consists of X and Y positions of each point: `{point1.x, point1.y, point2.x, point2.y...}`. X and Y positions can vary from 0 to 1000. Coordinate space is centered at top left corner, so Y position is inverted (Y increases when going down). Make sure to convert positions to Unity coordinate space correctly. Level points represent an image, it can't be stretched, should keep its aspect ratio. Game consists of multiple levels. Display level selection screen at game start and when level is finished. Make sure the game works correctly with different level data than in the sample file.