# Stacklab.in

UNITY 3D ASSIGNMENT

8 March, 2021

Task

Create a 2D ball endless game.

- This is a basic ball game that will be controlled by arrow keys (LEFT and RIGHT Keys) for the movement. The ball (PLAYER) will fall naturally with gravity.
- **Homescreen**: This will be the landing screen of the game once opened. This screen will have menu buttons PLAY and EXIT. PLAY will start the game in a new window. EXIT will close the app. *Player's High Score* will be displayed on top right and should persist even on the next launch.
- **GameScreen**: The game will start after a 3 sec timer. The platforms will be auto-scrolled in the upward direction and there must be random openings (gaps) so that the ball could pass through it. The speed of platforms will increase as the player passes. After 10 passes the speed will be locked. If the PLAYER goes above the screen, the game is over and it should navigate to the **Homescreen**. *Player's Score and High Score* will be displayed on top right (+10 for each pass) and *Player's Score* should start from zero.
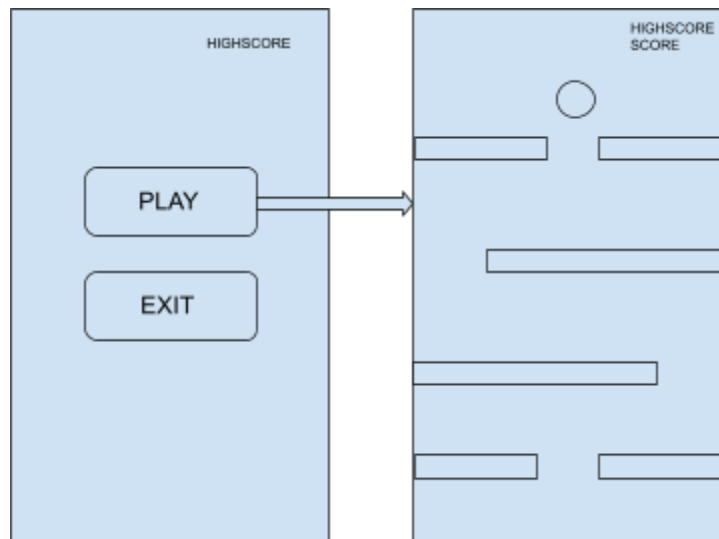
- **NOTE:**
  - **Windows build should be produced as the output of this task.**
  - **You have to complete and submit the task within 48 hours once assigned.**
  - **You can use any free asset for the development.**

- **Evaluation Criteria**
  - Logic
  - Coding standards
  - User Interface Design