



HOME ASSIGNMENT

Welcome to Madbox's **Game Developer** Test :)


Evaluation

This test is here to help us evaluate your hard skills in Game Development and in particular the following pillars : code **architecture**, code **readability**, code **performance**, and **game feel**.

When you are done we will review your project and will schedule a review session with you to discuss about it.

Do not exceed 10h of work on this project: keep things small, simple, clean. Everything you add into this game should demonstrate a different skill than what you've already put inside the project.

Goal

 You are to develop a system for a 3d character (the hero) in an RPG game.

- Implement character movement in the 3d environment using 1 finger / Mouse left click + drag (reference: Archero)
- Enemies spawn in random positions on the map and stay there waiting to be attacked.
- Hero will auto-attack when not moving.
- Hero auto-selects the closest target in range and sticks to it until the target is dead or the hero moves.
- Hero can equip 3 different weapons: curved sword, greatsword or longsword
- When equipped, each weapon will modify:
 - Attack animation speed
 - Timing to apply damage to fit the animation
 - Hero's movement speed
 - Attack range
- It's up to you to decide how the hero selects a weapon.
- **If you've got some time left**, you can add any cool feature that can showcase any additional skill you've got.

Materials

We included in the project:

- Assets for the hero
- Assets for the enemy
- Assets for the weapons
- A combat scene with a basic setup for lights, camera, and floor
- A scene dedicated to the UI with basic 1 finger joystick graphics.
- Addressables package is included
- TextMeshPro Essentials
- Unity Project is set up in a basic way using URP with Unity 2020.3.0f1

Delivery

When you are done, please send us your source code (via GitHub or any other online repository) so that we can make a code review.

The repository should also include a **README.md document** in which you'll mention

- How you approached this test: what were your different game making phases?
- The time you spent on each phase of the exercise
- The features that were difficult for you and why
- The features you think you could do better and how
- What you would do if you could go a step further on this game
- Any comment you may have

